おおきく振りかぶって

Vol.7

ひぐちアサ

HIGUCHI ASA

アフタヌーンKC

アフタヌーン
KC437

おおきく振りかぶって 7

ひぐちアサ

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野球を知らなくても絶対楽しめる！

野球を知っていたら何倍も楽しい！

全国高等学校野球選手権埼玉大会。
昨年の優勝校相手に全力を振り絞る、
全員1年生の新設野球部・西浦高校。
試合は強まる雨の中、
1点を争う接戦になった。
格下とみられていた西浦の健闘は、
強豪・桐青をついに本気にさせる！
駆け回る選手、声からす観客、
汗と涙と青春のキラキラがつまった
白熱のゲームは7回裏から。
「夏の初戦」はまだ終わらない！

CHARACTER PROFILE

(1)Name (2)Birthday (3)Blood type
(4)Height (5)Calls her son (6)Son calls her

NAOE MIHASHI

①三橋尚江
(Mihashi Naoe)
②December 20
③A
④160 cm
⑤Ren
⑥Mom

KIKUE HANAI

①花井きく江
(Hanai Kikue)
②November 12
③A
④153 cm
⑤Onichan / Azusa
⑥"Hey!"

CHARACTER PROFILE

EIKO SUYAMA

①巣山英子
(Suyama Eiko)
②May 12
③A
④158 cm
⑤Shouji
⑥"Uh_ Hey"

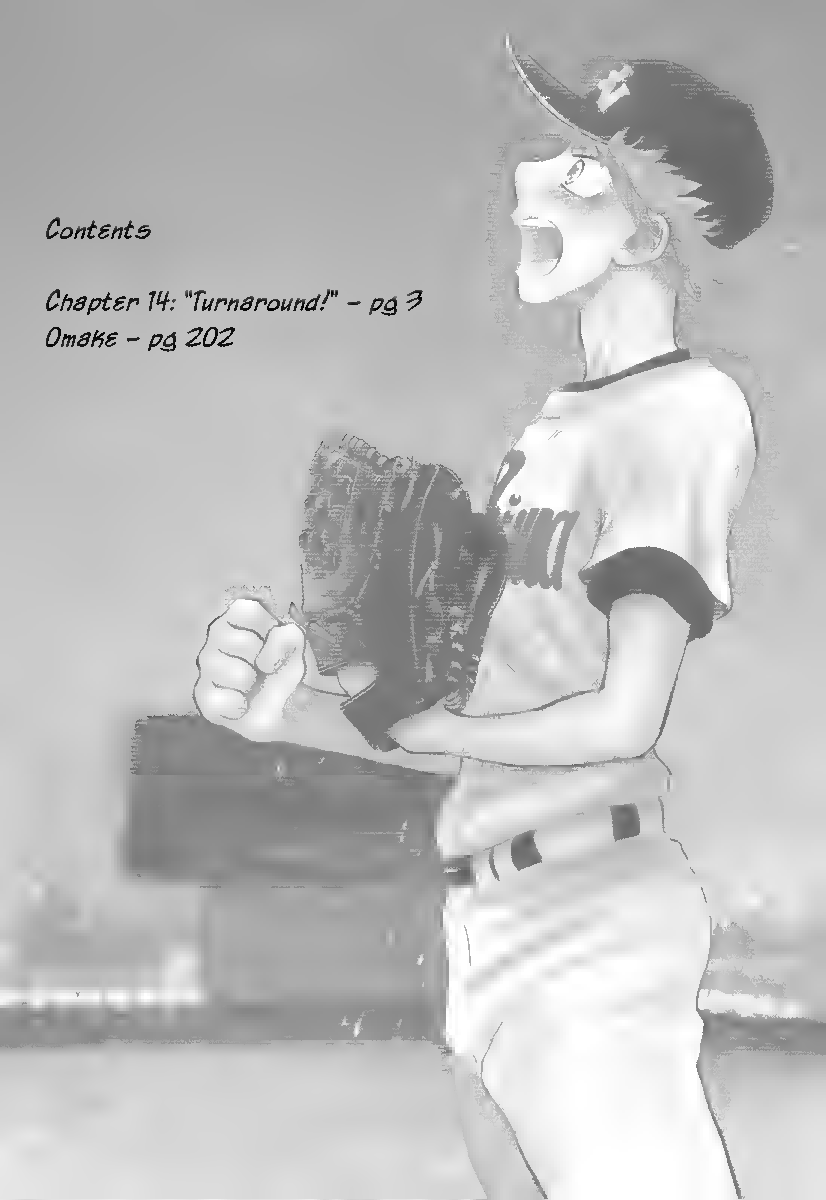
KIYOE MIZUTANI

①水谷きよえ
(Mizutani Kiyoe)
② November 28
③A
④156 cm
⑤Fumiki
⑥"Wait a sec!"

KEIKO IZUMI

①泉 恵子
(Izumi Keiko)
②August 13
③O
④161 cm
⑤Kousuke
⑥"Ma"

Cover Design : ARTEN



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AS WELL AS THE RESULTS FROM COMPLETED MATCHES.
TO THE SPECTATORS NEWS WILL NOW BE RELEASED ON THE STATUS OF THE MATCHES IN OTHER STADIUMS,
sfx. bonk
HEY, SHIO! DON'T GO DOZING OFF!
GAH!
I WASN'T ASLEE--
YES, YOSHIDA-SENPAI!
IF YOU LET YOUR GUARD DOWN..
sfx. grab grab
chatter
The rain's getting heavy! Carry the instruments first!
chatter
YOU MADE TWO HITS, RIGHT?
I HIT TWO TRIPLES!

...THIS WILL HAPPEN!
OWWW!
splash
splash

BUT THIS GUY HAS SUCH A TOUGH BODY, SO EXECUTING MOVES ON HIM IS FUN!
squeeze
HAHA!
wriggle
GEH!
THE PTA IS HERE!
chatter chatter
YOSHII!!
... IN THE GAME AGAINST TOSEI HIGH SCHOOL,
twitch
THE SIXTH INNING HAS ENDED IN A 2-2 DRAW.
WHO ARE THEY PLAYING AGAIN?
splash
splash
splash
Shoya
Hop
HUH? WHAT?
WHAT THE ANNOUNCER JUST SAID!
I WASN'T LISTEN--
NISHIURA HIGH SCHOOL.

A-
A SCHOOL THAT...
COULD BEAT TOSE!
IN OUR PLACE!
COUGH
COUGH
AND WHO ARE THESE NISHIURA?
OOH, OOTA!
I WAS LISTENING.
COUGH
UH.
EEP!
IN OUR PLACE...?
ARE YOU SAYING WE'RE MAKING USE OF OTHER PEOPLE'S STRENGTH ...?!
GASP
URK!
TOWER
EEP!
WHAT WAS THAT?
GLANCE

But it's so fun when Oota gets all jittery!
shove
EH
bedump
bedump
BUT YOU'RE ALWAYS PRETTY AMUSING, AREN'T YOU?
CUT THAT OUT ALREADY!
YO-SHI!
EEEP!
Everyone's already on the bus!
THEY SAID TOSEI IS TIED RIGHT NOW?
... HM?
HEY, JUST NOW ...
...
AGAINST TOSEI HIGH SCHOOL,
THE SIXTH INNING HAS ENDED IN A 2-2 DRAW.
THE FIRST MATCH AT THE OOMIYA PREFECTURAL STADIUM.
shove
SHUT UP!

ARC ACADEMY HIGH SCHOOL WON THE MATCH
WITH A CALLED GAME DURING THE FIFTH INNING AT 25-0.
..HE-HE
THEY SAID 25 RUNS
YEAH, BUT JUST NOW
10
IT'S NOT "YEAH, BUT" !!!
けん
THEY SAID 25 POINTS! AREN'T YOU SURPRISED?! YOU'RE SO BORING!
IT
HURTS
YOU...
けん
DON'T KICK ME!!
WAH!
OUCH!

WHO'RE THEY PLAYING, ANYWAY?
TOSEI IS?
THEY SAID THAT
TOSEI IS TIED RIGHT NOW!!
LIMM ...
WELL.
flutter

YOU RAN INTO THE PITCHER IN THE BATH-ROOM AT THE LOTTERY.
OH, YEAH! THAT..
I KNEW IT! IT'S NISHIURA.
HM?
...AH.
WHERE "TAKAYA" IS NOW.
NISHI-URA..?
NISHI-URA?
shut

THEY'VE ONLY GOT FIRST-YEARS.
FIRST-YEAR?
THAT ONE. UH.. FIRST-YEAR...
Image Fuzzy
TWO RUNS TO TWO.
I THINK THEY SAID THE SIXTH
WHAT INNING IS IT?
I FORGOT HIS FACE, BUT WHEN I GRABBED HIS ARM.
THE GUY IN THE BATH-ROOM...
TWO RUNS ..

I LIFTED HIM UP SO EASILY.
A SHRIMPY GUY LIKE THAT IS
KEEPING TOSEI AT TWO RUNS?
OKAY! LET'S GO UP!
sfx: Spring
THIS ISN'T THE TIME TO WORRY ABOUT OTHER PEOPLE.
stand
Okay, let's go!
Yes, sir!
RIGHT!
IT'S THE BEGINNING OF OUR LAST TOURNAMENT WITH THE THIRD-YEARS!
grip

I HAVE TO DO MY BEST!
drip
drip
IT'S A TIE.
Second!
WE'RE NOT WINNING, BUT WE'RE NOT LOSING!

I'M COUNTING ON YOU!
Shake
Shake
BOTTOM OF THE SEVENTH INNING,
TOSEI HIGH SCHOOL AT BAT
Turn
READY!
BATTING SEVENTH, PITCHER, TAKASE KUN
JERSEY #10
WAIT FOR THE CURVE-BALL.

pa
pa
pa
pa
ra
grip
lift
pa
pa
pa
ra
IT'S SAID THAT FOR PITCHERS, THE SEVENTH INNING IS THE MOST INTENSE.
tap
tap
pa
pa
ra
pa
pa
"FAST-BALL,"
LOW AND ON THE OUTSIDE.
twitch
whap
STRIKE!
O-KAY.
THE BALL'S POWER DIDN'T CHANGE.
IF WE CAN GET THROUGH THE SEVENTH INNING, THE END WILL COME TO SIGHT.
Hey!
Hey!
Hey!
thud

WAS THAT HIS FAST-BALL?
IT'S SO SLOW.
Hift
Pa
Pa
Pa
Pa
HANG IN THERE!
NEXT,
INSIDE.
Shff
SFX swish
SFX swoosh
SFX whap
FAST-BALL AGAIN.
I'LL TAKE A SWING!
SFX zoom

I DIDN'T EXPECT IT TO DROP LIKE THAT.
....
WELL,
I'LL FOCUS ON JUST CONNECTING.
THESE GUYS DON'T THROW AWAY ANY PITCHES.
Squeeze
IF THE NEXT PITCH ISN'T A CURVE, I'LL JUST MAKE A CHECK-SWING.
Get a hit!
Get a hit!
Get a hit!
Uoan!
lift
POSE

sfx stiff
FAST-BALL!
sfx grip
sfx wobble
sfx fwoosh
sfx whap
STRIKE!
SHIT.
OH.

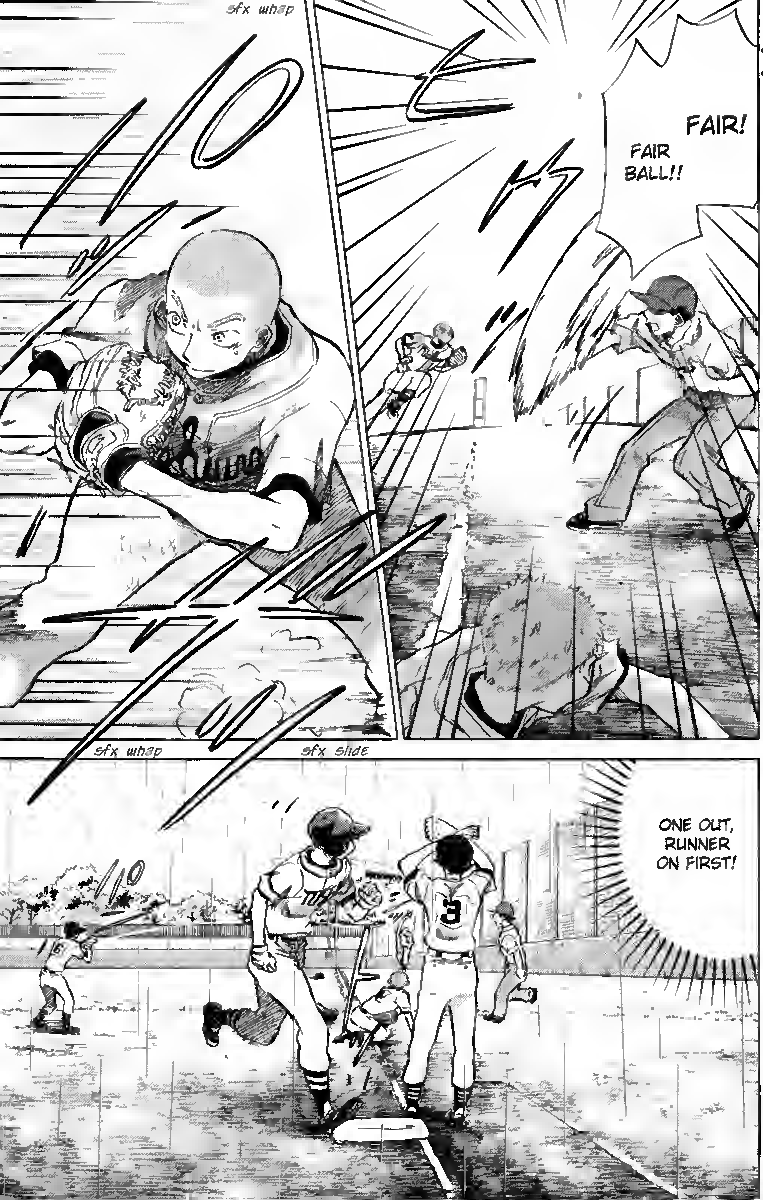
NOT WHAT YOU WERE AIMING AT, HUH?
TOSE!
TEN-
TENTH ONE.
STRIKE -OUT!
pant
pant
Nashin
step
I WENT FOR A CHECK-SWING.
LOOK, I'M JUNTA~
wobble
RIGHT!
BATTING EIGHTH, CENTER FIELDER, YAMANOI-KUN.
HEY, CUT IT OUT!
YAMA-SAN ISN'T TENSE AT ALL, IS HE?
Tsk.
MAYBE HE WAS JUST TRYING TO CHEER ME UP AFTER THE STRIKE -OUT, BUT...

sfx: pspspsps
AOKI HIT THE SHOOT PITCH IN THE SIXTH INNING.
READY!
IT'S POSSIBLE THAT ONLY THE CLEANUP DIFFERS IN WHAT PITCH HE AIMS FOR.
sfx: papaps toot toot
I THOUGHT I...
WAS IT REALLY THAT SHAKY?
OH!
R-RIGHT!!
HURRY AND GET IN THE DUGOUT!
WHAT ARE YOU DOING?
sfx: papara toot toot
IF THAT'S THE CASE, WE HAVE TO CONSIDER THAT.
I'LL TRY HIM OUT WITH THIS PITCH
BUT WHAT WAS WITH #7 BACK THERE?
HAVE THEY STOPPED WAITING FOR THE CURVE?

SO I'LL THROW IT REALLY FAR OUT-SIDE NOW!
shift
papara papapa
THIS GUY HAS HIT
turn
AN OUTSIDE CURVE BEFORE
THERE HAVEN'T BEEN AS MANY CURVE-BALLS.
I WONDER IF HE'LL THROW IT AGAIN
BUT I...
THERE IT IS!
fwsh
Swing
sfx whoosh
CAN'T STOP NOW!

HE CONNECTED !!
sfx dash
sfx clang
BE CAREFUL OF THE SPIN!
IT'S REALLY SAILING OUT THERE!

sfx: dive
IT'S A TOUGH ONE!
DIVE FOR IT!!
sfx slide
sfx bounce


sfx whap
sfx whoosh
FAIR!
FAIR BALL!!
sfx whap
sfx slide
ONE OUT, RUNNER ON FIRST!
3

BATTING NINTH, RIGHT FIELDER, MAEKAWA-KUN.
THEY GOT A MAN ON BASE BECAUSE I HAD TO MAKE SURE THEY WERE STILL WAITING FOR THE CURVE-BALL
BUT NOW
NOW EVEN THEIR LOWER BATTERS ARE SWINGING AT BAD BALLS!
sfx: papapara papapara boom boom
WE HAVE MAEKAWA, WHO HIT A CLEAN FLY ON MIHASHI'S "FASTBALL"
silence
IT WAS JUST LUCK ON THEIR PART THAT GOT THEM THE FAIR BALL THOUGH.
sfx: parara parara boom boom
EVEN THOUGH THEY HAVE TWO OUTS, IF THEY GET A RUNNER ON SECOND, THEY CAN SCORE WITH ONE HIT.
ALL RIGHT, HE'S BUNTING!
THAT'S WHY THEY'RE CREATING A SITUATION FOR THEIR TOP BATTERS TO HIT THE RUN IN

HIM BUNT
WE'LL LET
huff
WE CAN TRY FOR AN INFIELD FLY WITH THE "FASTBALL," BUT...
SHOULD I ASSUME THAT MAEKAWA'S ALREADY SEEN THROUGH THE "FASTBALL?"
shift
九
sfx whoosh
sfx dash
sfx crack
TO FIRST!!

NICE PITCH.
gasp
huff
pat
OUT!
sfx: whap
EH
EHEHE
HE'S SO OUT OF BREATH HIS SHOULDERS ARE HEAVING.
sfx: cha, cha, cha, cha, cha
sfx: rachin
IF WE CAN END THIS INNING WITH THE NEXT BATTER, HE'LL ONLY HAVE PITCHED ABOUT 10.
grip
TOSEI
Nice catch on first!
HE'S THROWN FEWER THAN 60 PITCHES TODAY.
WE'RE DOING PRETTY WELL IN TERMS OF THE COUNT, THEN.

BATTING FIRST, THIRD BASEMAN, MASHIBA-KUN.
IF THEY SENT THE RUNNER TO SECOND WITH A THIRD-YEAR'S SAC BUNT, YOU CAN'T EXPECT MUCH FROM A FIRST-YEAR.
チャチャン
チャチャン
SOMEHOW, HOLD ON 'TIL THE END!

sfx (music chanting) cha cha cha cha cha

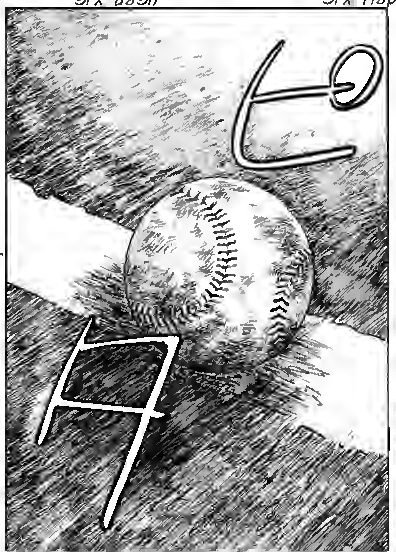
CURVE-BALL
Shiff
TO THE MIDDLE
THIS IS WHERE THEY'LL TRY AND USE MASHIBA TO SCORE THE FOURTH RUN.
THROW A CURVE INSIDE THE STRIKE ZONE!
tap tap
I'LL HOLD OFF ON THE OTHER PITCHES.

AH, THE CURVE-BALL ...
... AND DROP TO THE INSIDE!
17
sfx: swing
sfx: whoosh
IT'S LOW!
sfx: weave weave
sfx: clink

sfx: dash

sfx: flap

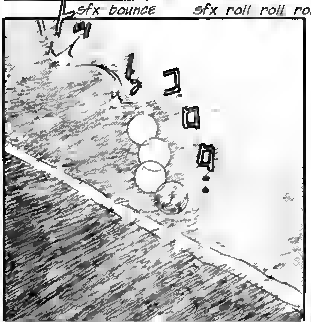
sfx: thump



sfx: stop

sfx: bounce

sfx: roll roll roll



sfx: wave
FAIR BALL!
sfx: bedump
sfx: toss
sfx: pa pa pa para
sfx: shake shake
MY BAD!
sfx (music) pa pa pa
THAT'S THEIR SECOND LUCKY SHOT IN A ROW.
TWO OUTS AND MEN ON FIRST AND THIRD!
sfx (shouting) Hey! Hey!

sfx (music and drums) pā pā pā boom
I HAVE A BAD FEELING ABOUT THIS.
WE HAVEN'T HAD ANY ERRORS, BUT EVEN SO...
THEY KEEP GETTING BY WITH LUCKY HITS THAT HAVE THE SAME DISADVANTAGE TO US AS ERRORS!
sfx: wave, wave
TWO OUTS!!
TWO OUTS!!
TWO OUTS!!
CALL IT!
sfx: jump
sfx: twitch
sfx: tadump

sfx: swish swish sfx
HEY,
DOESN'T MIHASHI-KUN SEEM A LITTLE FUNNY?
giggle
HE'S TURNING AROUND BY HIM-SELF!
giggle
OH?!
MIHASHI'S PRETTY POPULAR!!
sfx (music and shouting) pa pa pa Hey!
sfx: shhh
IF THEY END THE GAME AT THE SEVENTH INNING, THE MATCH WILL BE FINALIZED
BECAUSE THEY'RE NOT TIED ANYMORE, THEY MAY JUST END IT.
sfx (music) pa pa pa pa
DON'T LET THEM TAKE THE LEAD!!
IT'S REALLY STARTING TO POUR.

BATTING SECOND, LEFT FIELDER, MATSUNAGA-KUN
SHINGO!
THE FASTBALL
HE HASN'T THROWN IT TO ME YET
.....
JUNTA SAID
WHEN HE TRIED TO MAKE A CHECK-SWING ON IT, HIS SWING WAVERED AND YAMA-CHAN
LAUGHED AT HIM.
RUNNER ON THIRD
YAMA-CHAN ISN'T STRESSED AT ALL, IS HE ...
I'VE
POPPED IT TWICE TODAY.
... YOU MEAN THE FASTBALL?
THAT'S WHEN I THOUGHT ...
WHAT?
DID YOU LOOK AT MIHASHI'S FASTBALL?
SEI
sfx (music) pa pa pa toot toot
sfx step
sfx stare
sfx kachink
sfx pa pa pa pa

snort
PFFT!!
ER
AH.
THAT FASTBALL ...
IT LOOKS LIKE IT'S FLOATING!
.....
sfx. twitch
DON'T LAUGH!
!
sfx. badump
CRAP.
PLAY BALL!
I HAVE TO GO.

sfx clench
HM?
KAZU-KI!
I'LL KEEP AN EYE OUT.
sfx (music) pa pa pa toot
sfx kachink, kachink
STRIKE!
THE RAIN IS GETTING ON MY NERVES.
sfx whap

Music and Shouting: pa pa pa Ma-sa-yan!
turn
turn
grip
IT'S OKAY.
MY FINGERS AREN'T SLIPPERY YET
tap
tap
rub
rub
sfx slide
pa pa pa
toot
TO-WARDS THE SPOT
A CURVE
sfx whoosh
ABE-KUN IS SETTING UP AT

sfx: slip
sfx: fwoosh
sfx: bam
!!!

sfx: bounce
sfx: dash
YAMA-CHAN!
sfx: wave

THE THIRD RUN!
sfx: step
TOSEI
sfx clatter clatter
Caption: Yes!
WE'RE AHEAD!!
TOSEI

MIHASHI -KUN.
We proudly receive
Nishiwa
. THREW A WILD PITCH.
and answer with
NOT GOOD!
our joyous calls
HE LOST HIS FOOTING
Nishiwa

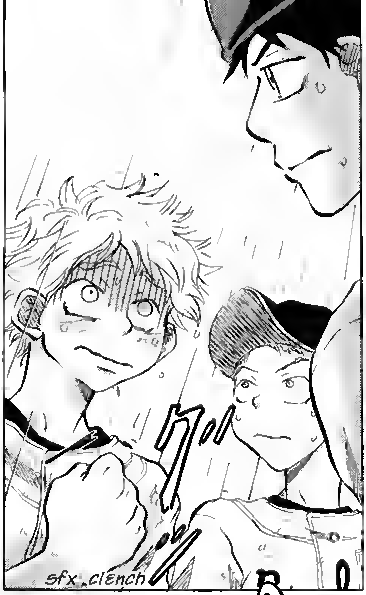
sfx: sssssssshh (rain)
Song Stand up and sing!
BOTH MIHASHI AND ABE ARE STUNNED ...
SUYAMA'S COVERING SECOND
CAN YOU STAND ?
straighten
sfx gasp
MIHA-SHI!
sfx step

nod
nod
UH-OH, HE WON'T LOOK THIS WAY.
ARE YOU OKAY?
Nishiura
OH.
TIMEOUT, PLEASE!
sfx: shock
bachunk
MAKE SURE YOU'RE ON SOLID GROUND!
DOESN'T LOOK LIKE HE'S HURT THOUGH
shake
shake
Nishiura
sfx: turn, turn, turn
UMM...
UHHH...
clatter
OH, MAN...
sfx: turn
clatter

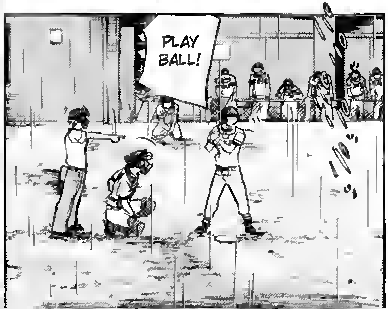
ON THE MOUND,
pause..
THERE'S NOWHERE TO HIDE!
sssh
WHAT'S WITH THAT FACE.
...
sfx: clap
conditioned response
NO ONE'S BLAMING YOU.
EVERY-ONE COULD SEE IT WAS BECAUSE OF THE RAIN.
ER
step
step
step
GIMME YOUR HAND
gasp

sfx: shiver
UH-OH.
FOR SOMEONE SWEATING SO MUCH, HIS HAND SURE IS COLD.
NOT ONLY THAT ...
HE'S SHAKING REALLY BAD TOO...
twitch
LET'S JUST WALK NUMBER TWO
EVEN THOUGH
IS IN BAD SHAPE,
MY HAND
I STILL WANT TO PITCH
Nishiura
7

ARE YOU LISTENING TO ME?!
AND KEEP YOUR GRIP ON THE BALL!
sfx: wham
IT'S BE-CAUSE I'M A BAD PITCHER...
BUT EVEN THOUGH YOU'RE GOING TO THROW OUTSIDE THE STRIKE ZONE, I'M GOING TO SET UP NORMALLY.
ANY-THING?
EVEN IF WE WALK HIM, WILL IT SOLVE
. . . BUT
IT MAY NOT BE THE BEST SITUATION, BUT MAKE SURE YOU HAVE YOUR FOOTING BEFORE THROWING THE NEXT PITCH.
nod
YOU GET IT, RIGHT?
JUST MAKE SURE YOU'RE GOOD ON THE FOOTING AND YOUR GRIP.
bədump
bədump
HUH?!
YOU DON'T HAVE TO HIT HIM!
SO HANG IN THERE!
YOU'RE ALL WE'VE GOT,



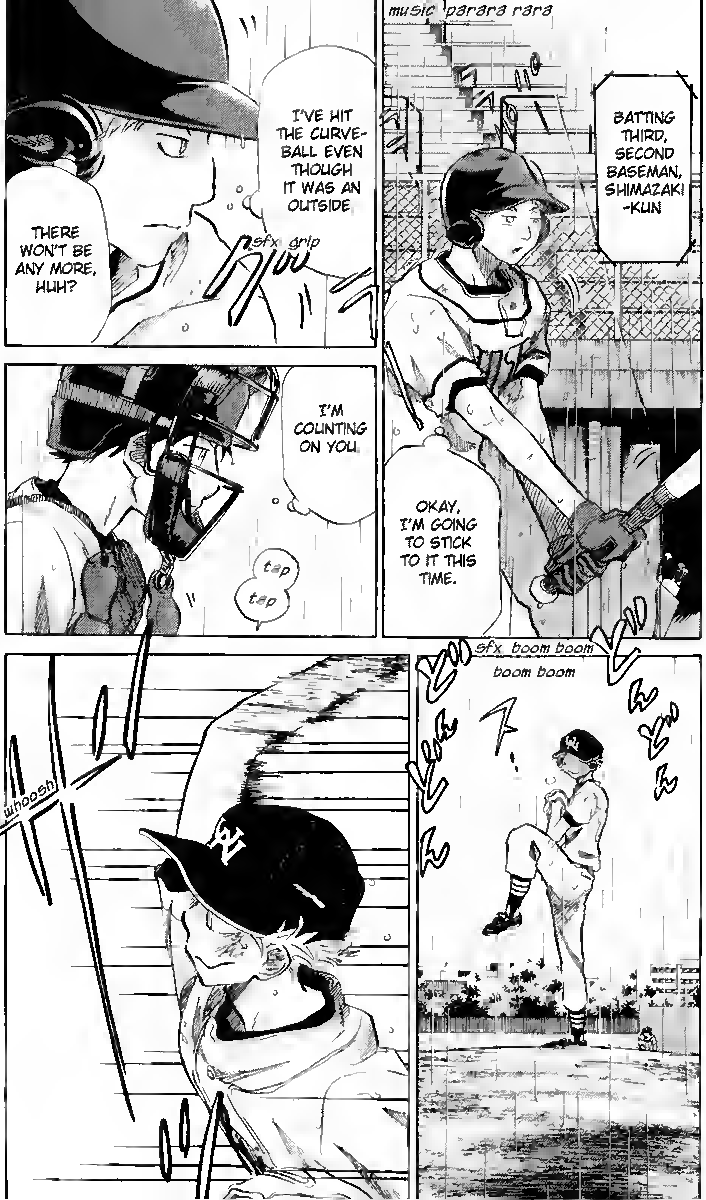
music
pa pa
pa pa
pa



music
pa ra
ra,
pa ra
ra ra
BUT NEXT UP IS NUMBER THREE.
HE'S HIT TWO TODAY!
sfx: whap
IT'S THE FIRST TIME THE BATTERY WALKED ANYONE ON PURPOSE.
sfx: throw
SINCE FIRST BASE IS FREE, WE CAN AFFORD TO TAKE SOME TIME TO RECOVER.
FOUR BALLS!
BALL!
sfx: shuffle

NO WAY.
RENREN WALKED SOMEBODY.
WAS HE RUSHED BECAUSE THEY LOST THE LEAD?
BUT RENREN HAS GOOD CONTROL...
BUT TOSEI SCORED BECAUSE OF RENREN'S WILD PITCH.
grip
WILL THEY REALLY LOSE?
I DON'T WANT THEM TO...
sfx ring ring ring ring

I'M NOT WORRIED ABOUT STEPPING FORWARD.
AND THE MOUND IS WORKING OUT FINE.
MI-HASHI!
HOW'S YOUR HAND?
SQUEEZE
FLEX
music pa para para rara
ALL-
ALL BETTER!
SQUEEZE
FLEX
IT'S OKAY.
I CAN
KEEP ON PITCHING!!


music parara rara
BATTING THIRD, SECOND BASEMAN, SHIMAZAKI -KUN
I'VE HIT THE CURVE-BALL EVEN THOUGH IT WAS AN OUTSIDE
THERE WON'T BE ANY MORE, HUH?
sfx grip
I'M COUNTING ON YOU.
tap tap
OKAY, I'M GOING TO STICK TO IT THIS TIME.
sfx boom boom boom boom
sfx whoosh

SFX: stretch
SFX: swing
clang
music pararara
THAT WAS THE SHOOT PITCH.
WHAT WAS THAT SWING JUST NOW?!
IT'S DEFINITELY AIMED IN A GOOD PLACE, BUT...
I CAN STILL HIT A CHECK-SWING ON IT

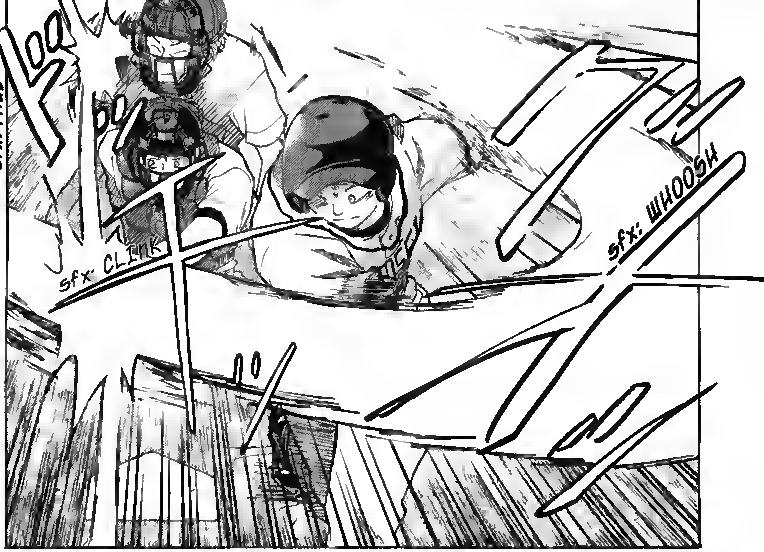
sfx whoosh
sfx clang
THE SAME PITCH AS A BALL.
HOW ABOUT
stare
stare
tap tap
music papappa parara
Stiff

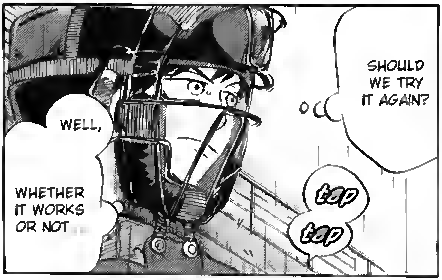
IS HE JUST WAITING FOR THE CURVE?
BUT I DON'T WANT TO USE THE CURVEBALL ON NUMBER THREE ANYMORE.
IS HE TRYING TO INCREASE THE PITCH COUNT?!
flush
BUT THE COUNT'S AROUND 60 ALREADY.
EVEN THOUGH MIHASHI-KUN ISN'T ACTING LIKE HE'S TIRED, THAT'S NOT THE CASE.

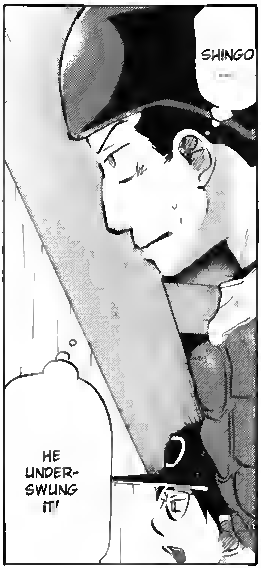
HOWEVER, I DON'T WANT TO INCREASE THE PITCH COUNT.
IF WE DO WELL WITH THIS AT-BAT,
tap tap
WE CAN END THE INNING HERE
A FAST-BALL ...
Shff
AT FULL SPEED!
sfx: WHOOSH
HIT!

SFX: WOOSH
SFX: WHAP
Ball!
Hit 'em out!
IT WAS OUT
WELL, IT DOESN'T MATTER
BECAUSE MIHASHI CAN GET STRIKES AT ANY TIME
Hit 'em out!
Striking o!!
IT SEEMED FASTER THAN THE OTHERS
WHAT WAS THAT?
IS THAT WHAT I SAW?
TOSE!

I WANT TO SEE IT AGAIN!
sfx. BWOOSH
sfx. shuff
WH-
WHAT?!
sfx. shuff


SFX: THWD
SFX: CLANK
SFX: WHOOSH

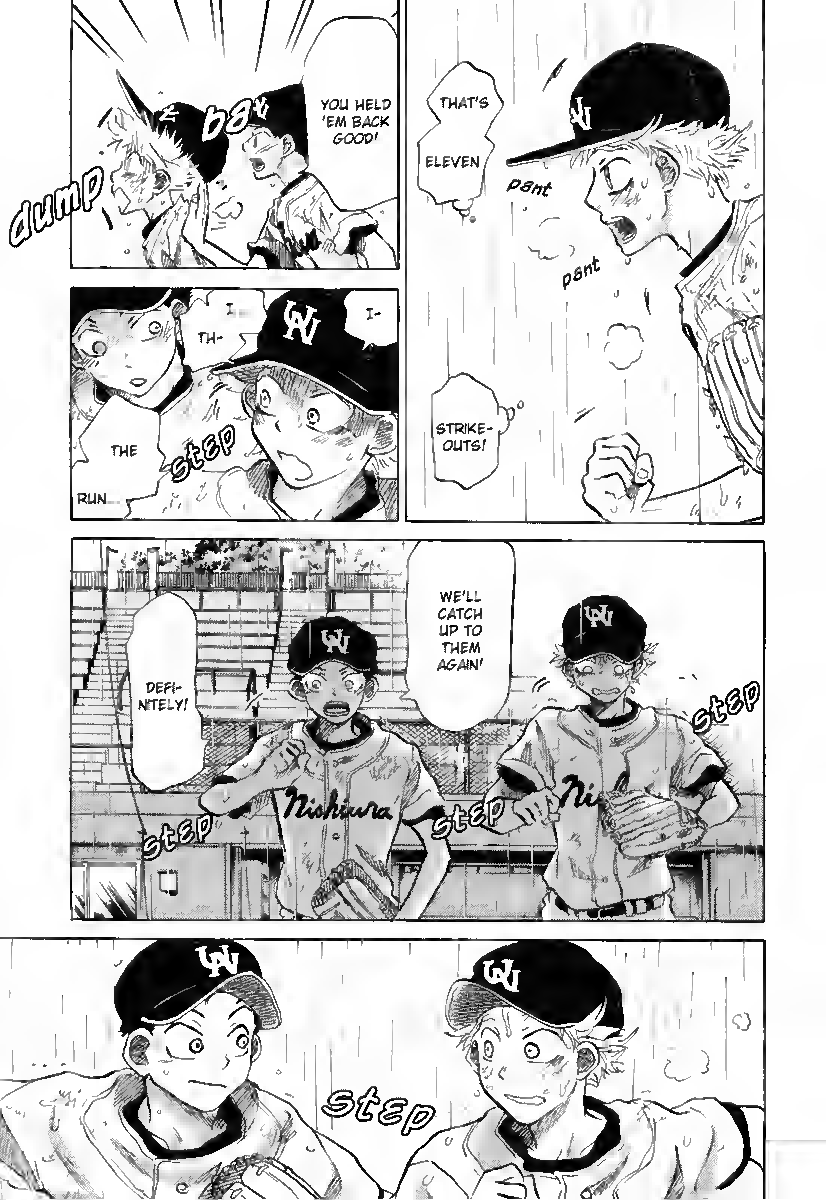

SHOULD WE TRY IT AGAIN?
WELL, WHETHER IT WORKS OR NOT
tap tap


SHINGO
HE UNDER-SWUNG IT!

THIS GUY WILL NOD ANYWAY!
nod

I CAN
I CAN
THROW ONE MORE!
SWISH
SFX:
STILL THROW
IF I SEE IT ONE MORE TIME...
KEEP ON PITCHING!
SFX: BWOOSH

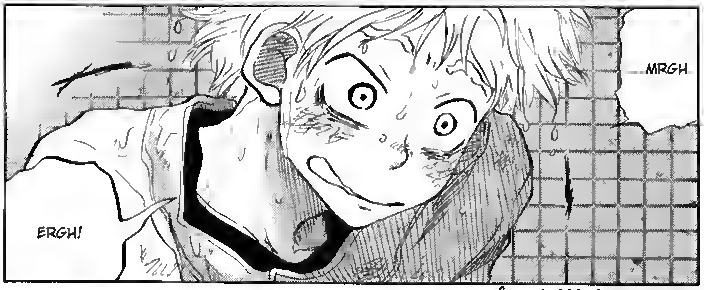
SLIP
SFX: WHAP
SFX: FWOOSH
flip
flip
STRIKE!
CLATTER
CLATTER
CLANG


dump
YOU HELD 'EM BACK GOOD!
THAT'S ELEVEN
pant
pant
STRIKE-OUTS!
I-
TH-
THE RUN...
step
DEFI-NITELY!
WE'LL CATCH UP TO THEM AGAIN!
Nishiura
step
step
step

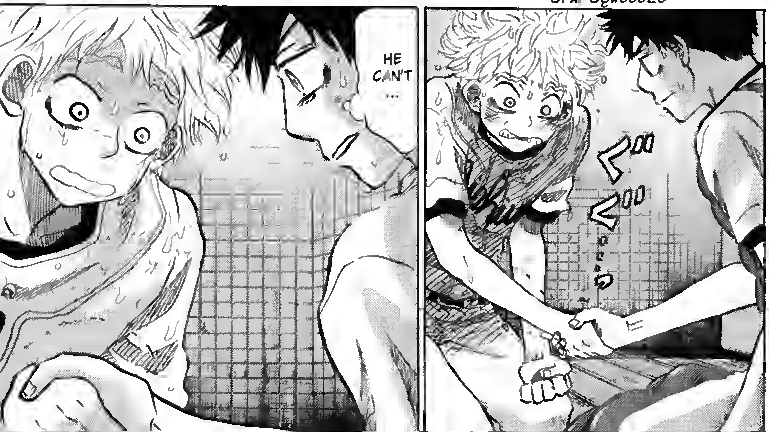
grin
hehe
THE UMPIRES ARE GATHERING.
IT'S BAD THAT SHIMAZAKI-KUN'S BAT SLIPPED OUT OF HIS HANDS.

WE MANAGED TO GET WITHIN ONE POINT OF TOSEI!
WHAT'S UP?
PLEASE! LET US PLAY 'TIL THE END!
IT'S THE END OF THE SEVENTH. IF THEY'RE GOING TO CALL THE GAME RAINED OUT, NOW IS THE PERFECT TIME.
BUT
IF THEY STOP IT HERE, WE'RE GOING TO LOSE!
gasp
step
step
GOING TO THE BATH-ROOM?
splash splash
step
BATH-ROOM?
rattle

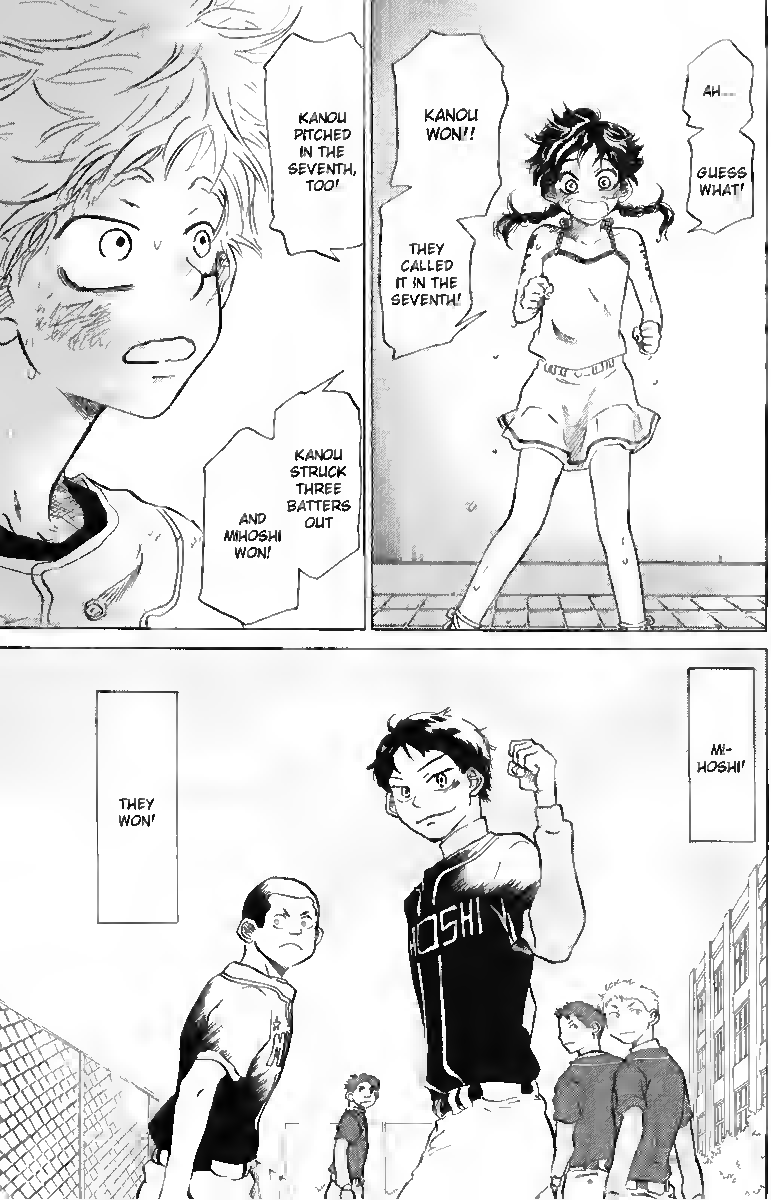
THIS IS BAD...
sfx badump
AH...!
splash
splash
splash
sfx splash splash
PHEW ....
IT FEELS GOOD ....
sfx KACHINK KACHINK KACHINK
sfx splash splash
sfx TWITCH
GIVE ME YOUR HAND
KACHINK
SQUEAK
stiff



sfx. squeeeze



...TO PITCH-
I HAVE
BUT
clack
clack
clack
REN-REN!!
THERE YOU ARE!
SCREECH
...?!
RE-?
flap
RURI ...?!
RU-!!
pant
pant
sfx (timed word) BADUMP sfx (longer text) Rennen


AH...
GUESS WHAT!
KANOU WON!!
THEY CALLED IT IN THE SEVENTH!
KANOU PITCHED IN THE SEVENTH, TOO!
KANOU STRUCK THREE BATTERS OUT
AND MIHOSHI WON!
MI-HOSHI!
THEY WON!

TH-THEY
W-
WO-
I SAID, "KANOU...
clench
EEP!
WHAT'S GOING ON?
SPEC-TATORS AREN'T ALLOWED IN HERE!
TWITCH
creak
SORRY 'BOUT THAT!!
...
DASH
SCED
HOBBIS
HIS EXPRESSION CHANGED!
clatter
SOMEONE HE KNEW FROM .
MI-HOSHI?
clatter
clatter

SHOCK
PFFFT!
Snrk!
Pfft!
Nishiwaki
Nishiwaki
REN-REN
gasp
turn
WHO WAS THAT GIRL?
I didn't notice
WHERE'D EVERYONE COME FROM?
Hehe! Hehe!
AH-
NO...
AHAHA!
NO WAY! YOU'RE RENREN?!
Nishiu
A WEIRD FACE?
HERE, SQUEEZE!
SQUEEZE
ISN'T SHE PRETTY CUTE?! WOULDN'T IT BE BAD IF THEY LIVED TOGETHER?!
AH! I JUST REALIZED! THAT WAS HIS COUSIN!
MIHASHI'S MAKING A WEIRD FACE!
5
!

TRY SQUEEZING AGAIN!
TUFU
OW, OW, OW!
BOUNCE
YOU'VE STILL GOT YOUR GRIP!
OW!
SQUEEZE
...!!
THEY'RE CONTINUING THE MATCH!
CCCH

LET'S GET ON BASE RIGHT AWAY!
ME!
WHO'S UP NEXT?
OKAY!
EVERYONE, BACK TO THE DUGOUT!
LET'S CATCH UP AGAIN!
WE'RE GOING TO WIN THIS GAME!

LOOKS LIKE THEY'RE GOING TO CONTINUE.
....
HERE COMES THE BATTER.

HA HA HA!
Isn't that great?
THANK GOOD-NESS!
What happened?
YOU ALL RIGHT?

THERE'S NO GIVING UP NOW!
YOU CAN DO IT!

THE WAY HE THROWS MAKES IT LOOK LIKE THE BALL IS COMING FASTER THAN IT IS,
BUT WE'RE MISSING BECAUSE THE BAT IS OVER THE PLATE BEFORE THE BALL HAS COME THROUGH.
IT SEEMS THAT MIHASHI'S DECIDING PITCH
ISN'T REALLY THE CURVEBALL BUT THAT WEIRD "FASTBALL."
BUT IT WAS DEFINITELY THE CURVE-BALL EARLIER,
WHICH IS WHY WE WENT WITH THE COACH'S PLAN TO WAIT FOR THE CURVE.
IT COULD ACTUALLY BE BECAUSE THE CATCHER'S LEADS KEEP THROWING US OFF.
NOT ONLY HAS THAT CATCHER RESEARCHED EACH OF US THOROUGHLY,
HE'S PLANNED OUT EXACTLY WHICH PITCHES TO USE AGAINST US IN THIS GAME.

YO, THE GAME'S START-ING UP AGAIN.
OH !
tap
ALL RIGHT !

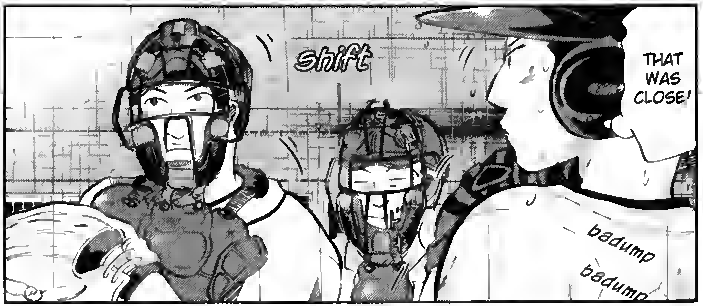
TWO MORE IN-NINGS!
DON'T SLACK OFF JUST BECAUSE WE'RE IN THE LEAD!

..SO HE'S THE BRAINS, EH?
clench

caption YEAH!
LET'S WRAP THIS UP!
TOP OF THE EIGHTH INNING, NISHIURA HIGH SCHOOL AT BAT.

I'M NOT GOING TO TAKE ANY CHANCES.
fush
BATTING THIRD, SHORT-STOP, SUYAMA-KUN.
THIS COULD BE THE LAST TIME THE CLEANUP WILL BAT.
I CAN HIT THE FASTBALL
pa
pa
pa
pa
pa
pa
pa
pa
pa
THAT I GOT THE LAST TIME!
grip
pa
pa
pa
pa
Go!
Go!
lift
We can win it!

sfx: smack
!!
BALL!
sfx: dodge

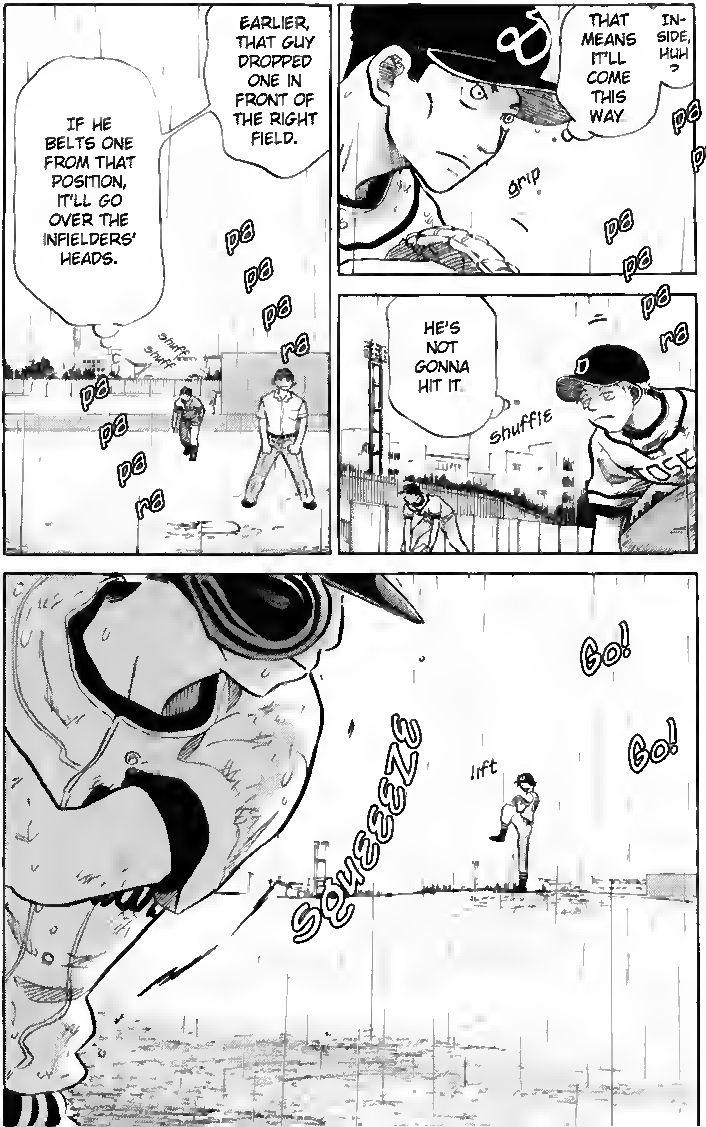

shift
THAT WAS CLOSE!
badump
badump

HE SHOULD WORRY ABOUT THE PITCH JUST NOW, TOO.

I'M SURE THAT WILD PITCH IS STILL FRESH IN HIS MIND.
LOWER, LOWER!
swish

WE'VE ALREADY GOT ONE HIT-BY-PITCH TODAY.
click
THE CONDITION OF THE MOUND MUST BE PRETTY BAD.
THAT WAS ALMOST LIKE MIHASHI'S WILD PITCH.
clap
clap
GETTING HIT BY THE BALL WOULD HURT.
..AT 130KPH.
GET SCARED, FIRST-YEAR!
grab
NO, A DEAD BALL CAN ONLY GET THAT RESULT!
WHAT I WANT TO DO IS..
pa
pa
ra
IF I'D BEEN HIT, I'D HAVE GOTTEN ON BASE.
BUT
6

HE'S NOT BACKING OFF THE PLATE,
da da da ra
da da da ra
stare
GET ON BASE WITH A HIT!
grip
BUT HE'S PLANTED HIS FEET A LITTLE FURTHER BACK.
Let's get a hit!
HE'S SO FOCUSED HE HASN'T NOTICED HE'S BACKED OFF.
IF IT'S GONNA KEEP PUSHING HIM BACK, WE'LL STICK WITH THE INSIDE.
da da da da da ra ra da ra
ONE MORE TO THE INSIDE, BUT OVER THE PLATE THIS TIME.
IF YOU CAN'T DO IT, LET ME KNOW NOW!
Let's win this one! Su- ga- na!
da ra ra
lift


EARLIER, THAT GUY DROPPED ONE IN FRONT OF THE RIGHT FIELD.
IF HE BELTS ONE FROM THAT POSITION, IT'LL GO OVER THE INFIELDERS' HEADS.
pa pa pa ra
shuffle shuffle
pa pa pa ra
THAT MEANS IT'LL COME THIS WAY.
IN-SIDE, HUH?
grip
pa pa pa ra
pa pa
HE'S NOT GONNA HIT IT.
shuffle
pa ra
Go!
Go!
lift
SQUEEZE

sfx SWOOSH!
sfx crack!
INSIDE--
sfx dash
UH-OH, RIGHT IN THE MIDDLE!

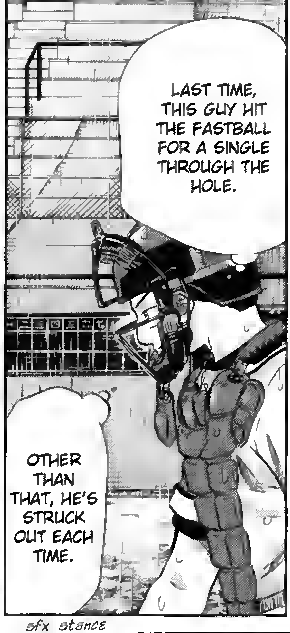
dash
I CAN GET THERE!
step
GOT IT!
I'M--
HUH?!
TOSE
HEY!
4
Screech!
TOSE!
TOSE!

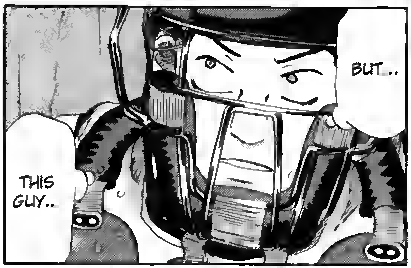
THEY BACKED OFF!
sfx: Dounce

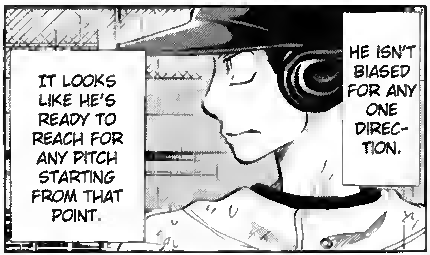
pa pa ra pa
SUYAMA'S ON BASE!
stand
Nishiw
pa ra pa pa
boom boom boom
SUYAMA!
WHA- NO WAY!
pa ra pa pa
Nishiw
IT DROPPED ?!
slid
boom
WHAT JUST HAP- PENED?
boom
SUYAMA!
HEY, WAIT A SEC...
pa pa ra pa
Yeah!
pa ra pa pa
Yeah!
SO WHAT PITCH ARE THEY PLANNING ON RUNNING ON?
ANOTHER STEAL WILL MAKE IT NO OUTS AND A GUY ON SECOND.
NOW IT'S NO OUTS AND A RUN- NER ON FIRST.

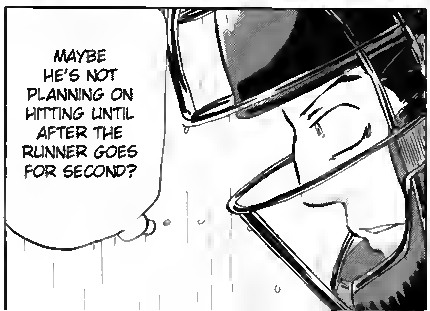
SINCE WE KEEP STEALING BASES,
THE CATCHER WILL BE PAYING CLOSE ATTENTION TO THE RUNNER.
pat
pa pa pa pa pa pa pa pa pa
Yeah!
THE BATTER WILL TRY TO HIT WHEN THEY'RE GOING TO RUN.
WE CAN LET THEM THINK WE'RE GOING TO RUN,
SO
THEN THE POSSIBILITY OF TAJIMA-KUN GETTING A GOOD PITCH HE CAN HIT SHOULD GO UP.
pat
pat
EVEN UNDER NORMAL CIRCUM-STANCES, STEALING A BASE FROM KAWAI-KUN ISN'T EASY,
Lead.
Lead.
4
BUT WITHOUT TAJIMA-KUN COACHING FIRST, IT'S SUICIDAL.
grab
WE'LL AIM FOR THAT!

stare
stare
WITH HIS SHORT REACH, HE WON'T BE ABLE TO CONNECT WITH A SINKER.
IT'LL BE AN EASY OUT

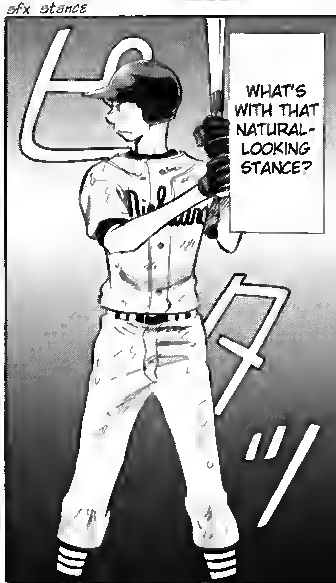

LAST TIME, THIS GUY HIT THE FASTBALL FOR A SINGLE THROUGH THE HOLE.
OTHER THAN THAT, HE'S STRUCK OUT EACH TIME.


BUT...
THIS GUY..

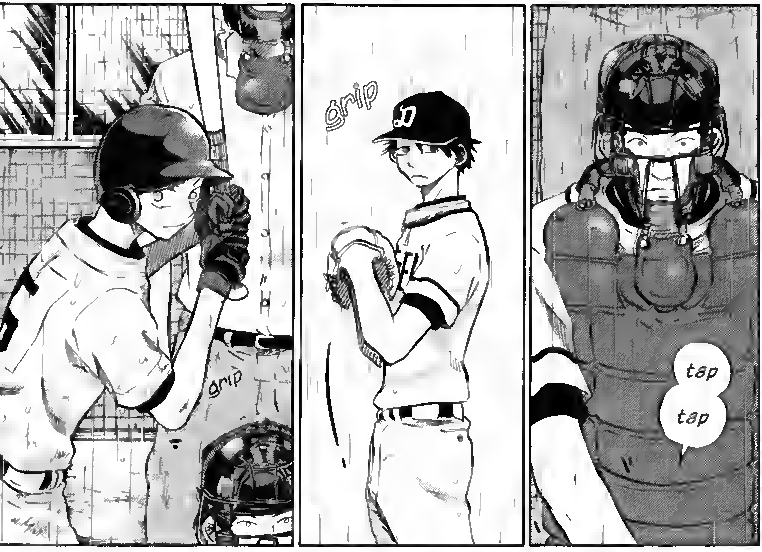

HE ISN'T BIASED FOR ANY ONE DIRECTION.
IT LOOKS LIKE HE'S READY TO REACH FOR ANY PITCH STARTING FROM THAT POINT.


MAYBE HE'S NOT PLANNING ON HITTING UNTIL AFTER THE RUNNER GOES FOR SECOND?

sfx stance


WHAT'S WITH THAT NATURAL-LOOKING STANCE?

PLAY BALL!
THE RESULTS OF HIS OTHER AT-BATS ,
OR THE FLOW OF THE GAME ....
WHAT TYPE OF DATA
SHOULD I FOCUS ON WITH THIS GUY?


grip
grip
tap
tap

sfx: swoosh
sfx: swing
sfx: CLACK!

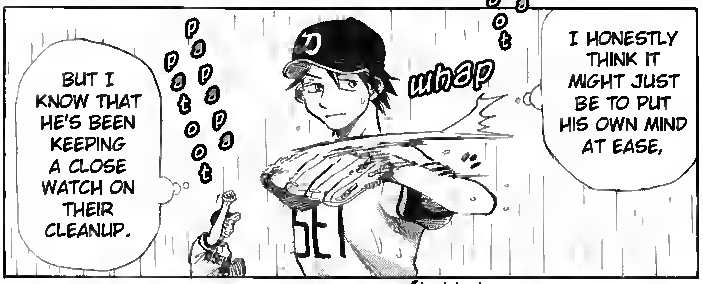
THE LEFT FIELD LINE!!
fwsh
SFX: SLAM

Whoa!

TH-...
FOUL!
...THAT WAS CLOSE!
HE SWUNG AT THE FIRST PITCH!
GLAD I CALLED FOR A SHOOT PITCH TO BE ON THE SAFE SIDE!

MY SHOOT PITCH...
...DOESN'T HAVE ENOUGH SPIN ON IT TO BE A PROBLEM FOR AN ALUMINUM BAT.

throw
...WANTS TO MEASURE THE STRENGTH OF THE BATTER BY ADDING SOME INSURANCE TO THE FASTBALL.
I USE A SHOOT PITCH WHEN KAZU-SAN..
THAT'S WHY I RARELY USE THEM IN A MATCH


BUT I KNOW THAT HE'S BEEN KEEPING A CLOSE WATCH ON THEIR CLEANUP.
I HONESTLY THINK IT MIGHT JUST BE TO PUT HIS OWN MIND AT EASE,
whap

*trot trot
Tajima!
I'LL PUT EVERY-THING I'VE GOT AGAINST HIM!
WE'RE GETTING RID OF ANY IMPRESSIONS THAT THEIR CLEANUP CAN'T HIT.

sfx: ps ps rs toot
IF THE TIMING IS THE SAME AS THE FAST-BALL...
I CAN HIT IT, SO IT DOESN'T MATTER.
とれたもの！
cheer: Go! Go! Tajima!
IT'S A CHANGEUP YOU CAN'T MAKE OUT IF YOU DON'T STAND IN THE BATTER'S BOX.
I DIDN'T NOTICE IT ON THE VIDEOS.
THE PITCH JUST NOW SLIPPED FROM MY GRIP.
Nishiura
dododana
tap tap
sfx: stretch
cheer: Tajima!
WHAT ABOUT THE SAME MOVE WE USED ON #3?
pat pat
Tajima!
grip
sfx: fwishh

sfx dodge
HUFF!
sfx. smack
sfx. swoosh
JUNTA ...
ISN'T THIS YOUR MAXIMUM PITCH SPEED?
sting
BALL!
HUH ?
Swish
Ulla~

SO, WHAT'D HE THINK OF JUNTA'S FULL-SPEED PITCH?
HE NOTICED MY HESITATION?
blush
COULD IT BE THAT ...
HE'S PROBABLY SAYING I DON'T HAVE TO HOLD BACK WITH THE LEAD
I'M NOT, THOUGH.
HE HASN'T CHANGED AT ALL SINCE THE FIRST PITCH.
Tajima!
NOW WE'RE AT 1-1.
YOU'VE ALREADY LEARNED THAT YOUR FAST-BALL WON'T WORK ON TAJIMA-KUN, HAVEN'T YOU?
Nishiu pat
SFX
Stance

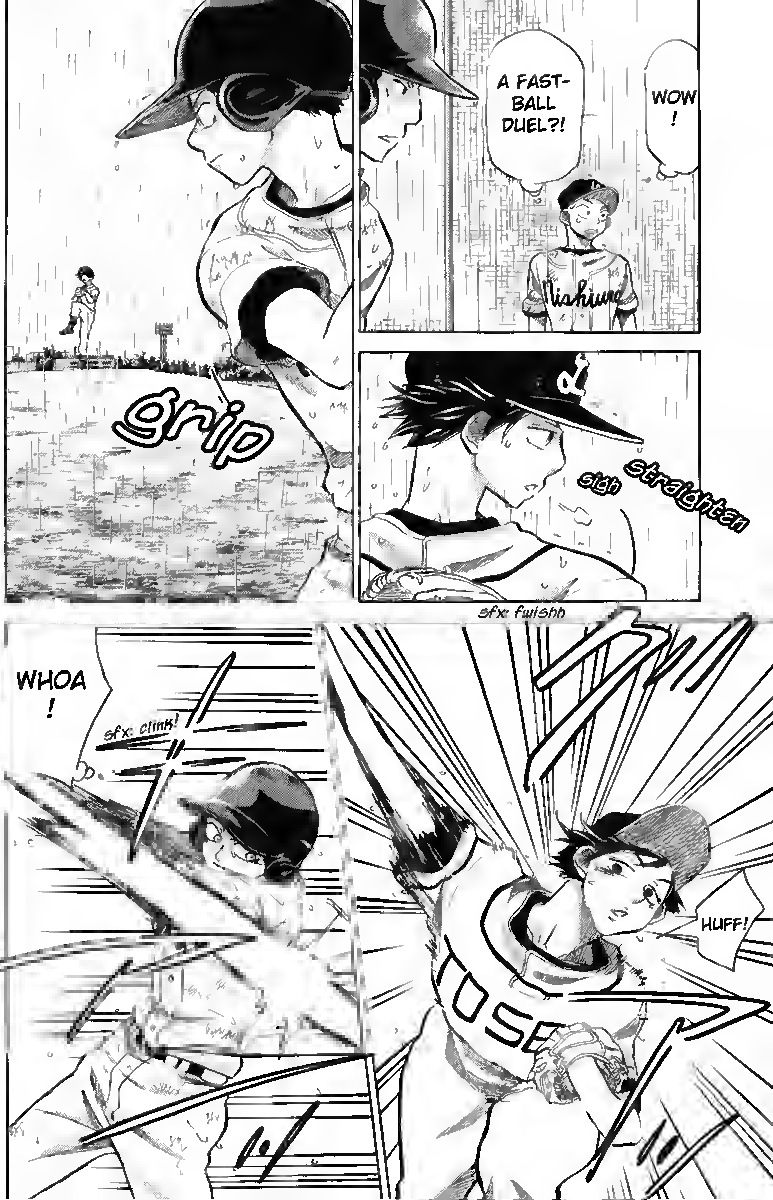
THAT WAS AN INSIDE BALL PITCH AS WELL.
stare
Tajima!
IF THEY GIVE ME A WEAK ONE, I'LL HIT IT!
pa pa pa pa ra
turn
Tooo!
KAWAI-KUN NEVER HAS THE PITCHER RELY ON SPEED ALONE
AFTER THE WASTED PITCH, THEY WANT TO GET A BATTER OUT WITH A SLIDER 10KMPH SLOWER THAN THE FASTBALL.

sfx fwoosh
sfx swish

A FAST-BALL!
sfx Flare
IT WAS A FAST-BALL?
NOW WE'RE AT 2-1...
..A SINKER SHOULD COME SOON
pat
sfx clang
A-GAIN?
LOOK AT THE SIGN!
...AH, BUT MY PREDICTION WAS OFF BEFORE.
clench
GO, TAJI-MA!

AT THIS POINT, THE BATTER CAN READ THE SITUATION
MUCH BETTER THAN WATCHING FROM THE DUGOUT.
KAWAI-KUN HAS BROKEN HIS OWN ROUTINE,
AND IS NOW COMING UP WITH NEW LEADS TO MATCH THE BATTER HE'S FACING.
HE HIT IT...
OUT!
Tajima!
EVEN THOUGH IT WENT TO A GOOD SPOT ON THE INSIDE
ISN'T IT ABOUT TIME HE DROPS THE BALL?
THERE'S STILL THE FORK-BALL!
PAUSE
10
Pa--- pe po
Pa--- pe po

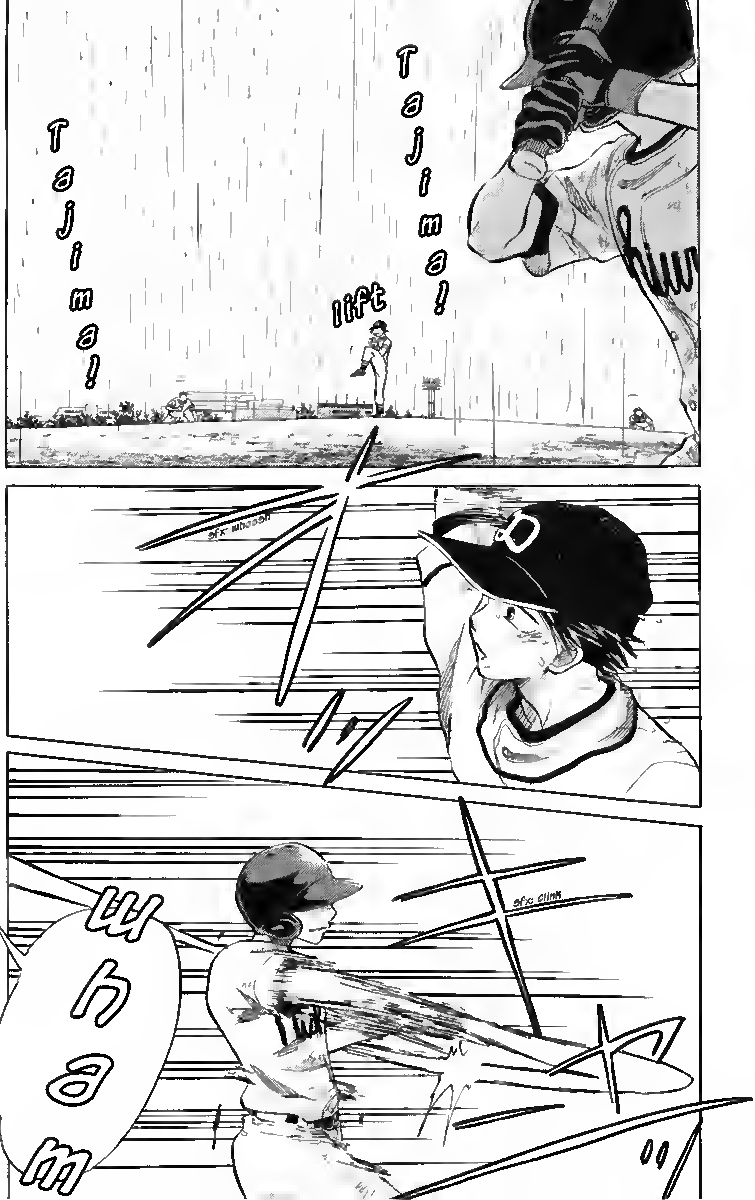
SFX: fwoosh
10
SFX: CLANG
SFX: creak!


grip
A FAST-BALL DUEL?!
WOW!
Nishimura
straighten
sigh
sfx: fwishh
WHOA!
sfx: clink!
HUFF!

TAJIMA CAN'T GET A FULL HOLD ON IT.
THE SPEED KEEPS ON INCREASING.
BUT WE'LL SOON BE ABLE TO SEE THE LIMIT TO THAT SPEED.
IF HE ONLY PUSHES ON WITH FASTBALLS, TAJIMA WILL HIT THEM.
HOW MANY PITCHES HAS IT BEEN?
SIX!
SEVEN PITCHES...!
clack!
uhəm!

YOU CAN DO IT!
clap
gasp
PITCHER, GIVE IT YOUR BEST!
WE'LL DEFEND!
LET 'EM HIT IT!
Go to center!
Bring it on!
phew

SFX: clap wave clap
TA-JI-MA!
TA-JI-MA!
GO!
SFX: boom boom boom boom
TA-JI-MA!
TA-JI-MA!
LET'S START THE TAJIMA CHEER!
ONE, TWO ...


Tajima!
Tajima!
Tajima!
ikpt
Shiu
BFC MINJOON
BFC CLINK
Whaam

Tajima!
EVEN THOUGH HE JUST FOULED, HIS STANCE IS STILL NATURAL.
Tajima!
swing
swing
Tajima!
HUH
Tajima!
stance
Tajima!
IF THAT'S THE CASE, JUNTA WILL RUN OUT OF ENERGY FIRST.
Tajima!
tap
tap
WHILE WE HAVE A MARGIN ON THE BALL COUNT, LET'S THROW IN THE SINKER
AND CONTROL THE PACE FROM THERE.
Tajima!
DON'T THROW IT IN THE STRIKE ZONE!
turn
syuzzz

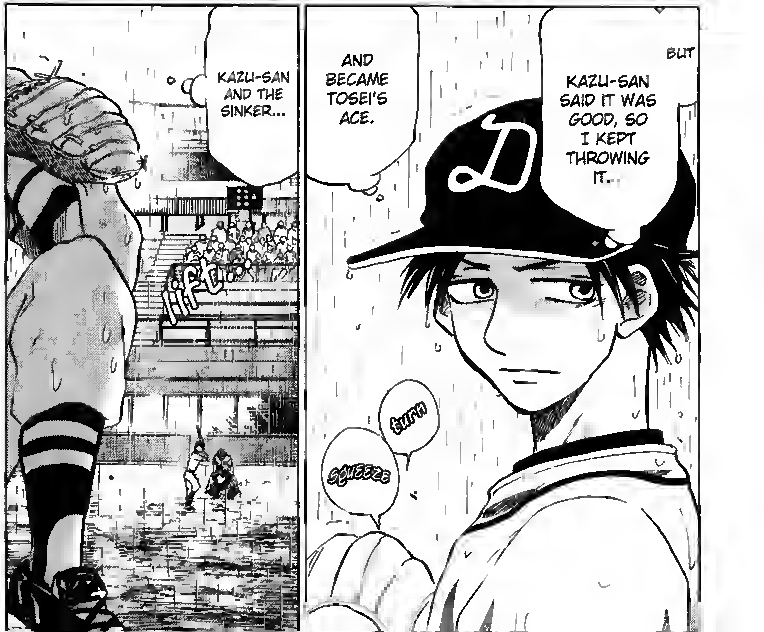
Tajima!
lift
Tajima!
step
SWOOSH!
TOSS!

ZOOM
grip
A SINKER!
BALL!
curve
thud
heeze
thud
ALL RIGHT! HE SAW IT!!

IT WAS TOO FAR AWAY, SO I COULDN'T GET A GOOD ENOUGH GRIP ON THE CHANGE IN ROTATION..
blink
boom
Tajima!
boom
NICE PITCH!
Toss
boom
Tajima!
boom
HMMM...
boom
Tajima!
BUT I KNOW THE TIMING NOW.
SFX: SHIT
THE COUNT STILL ALLOWS FOR SOME BALLS.
I WONDER IF ANOTHER SINKER WILL COME.
boom
Tajima!
boom
boom
Tajima!
boom
OR A CONTROLLED MISS TO THE INSIDE..

I CAN'T BREAK HIS CONCENTRATION.
IT'S NO USE.
boom
Tajima!
boom
toss
AND HE STILL HAS ENERGY LEFT AFTER DILLY-DALLYING AT THE START OF THE GAME.
JUNTA'S BACK IN TOP SHAPE.
wipe
boom
Tajima!
sfx freeze
IF IT GOES SOMEWHERE I CAN REACH,
I'LL HIT IT!
WE'VE GOT NO CHOICE BUT TO USE THIS!
WE CAN'T USE THE FORKBALL, AND HE WON'T SWING AT THE SINKER IF IT'S A BALL.
boom
BUT I KNOW WE CAN'T GET HIM WITH A SLIDER OR A FASTBALL!

boom
Tajima!
boom
staff
I DON'T LIKE THE SINKER THAT MUCH.
USING SUCH A SLOW PITCH FOR MY CHANGE-UP...
I GET NERVOUS WHEN I THROW IT, SO I REALLY DON'T WANT TO.
boom
Tajima!
boom
A SINKER TO...
THE CENTER?


KAZU-SAN AND THE SINKER...
AND BECAME TOSEI'S ACE.
BUT KAZU-SAN SAID IT WAS GOOD, SO I KEPT THROWING IT...
squeeze
squeeze

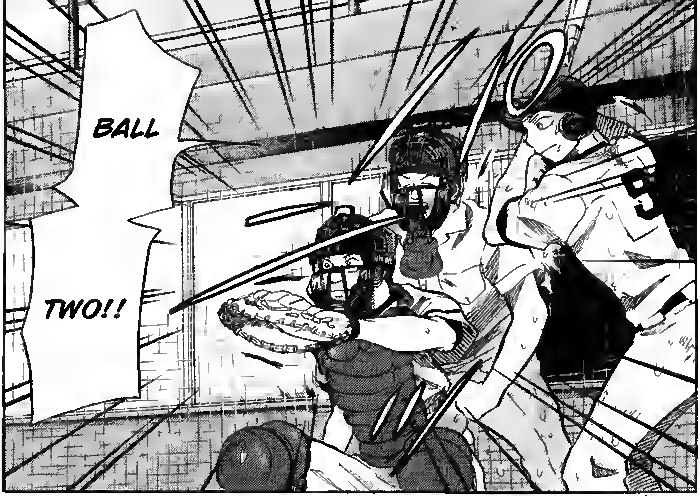
I'LL BELIEVE IN THEM
AND PITCH!
TUSE!
sfx: whoosh
I'LL REACH IT!
sfx: swish
sfx: whirr

IT'S DROP-PING...
SFX: swing
SFX: whap
Nishiya
Clink

YEAH !!
clench
caption: Nice pitch!!
STR-
sfx: bam!
IIIIIKE !!
...D-

EVEN THOUGH IT WAS A STRIKE, I COULDN'T DO IT!
IS THAT EVEN AT THE LEVEL OF HIGH SCHOOL BASEBALL?!
DAMN IT!!
Nishiura
AND THAT'S THE END OF ALL
tear
MY AT-BATS
!!
Nishiura

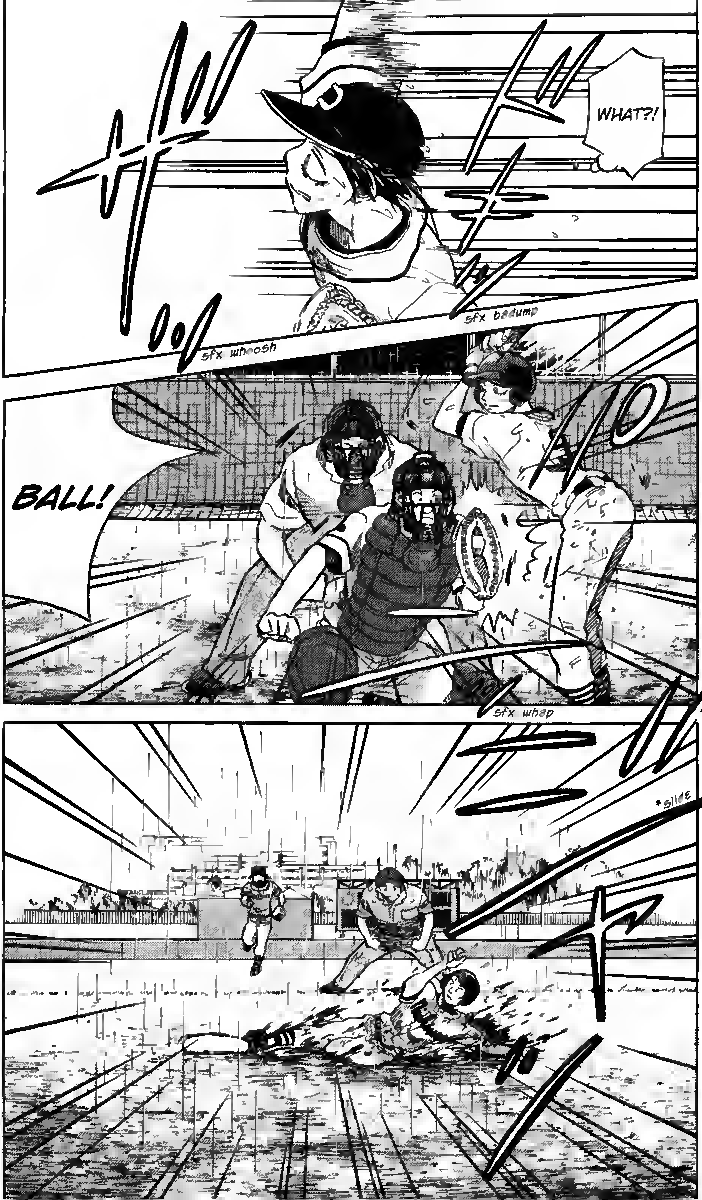
badump
shiiina
twitch
. . AAH, HE'S DEPRESSED NOW . .
clunk
clunk
twitch
bow
I'M VERY SORRY!
Tashiro
phew
step
step
IF THE CLEANUP GETS DOWN, THE WHOLE TEAM WILL FEEL BAD.
TRY YOUR BEST TO STAY UPBEAT!
I'M GOING TO THE BASE COACH BOX!
OKAY, I'M COUNTING ON YOU!
clack


BALL
TWO!!

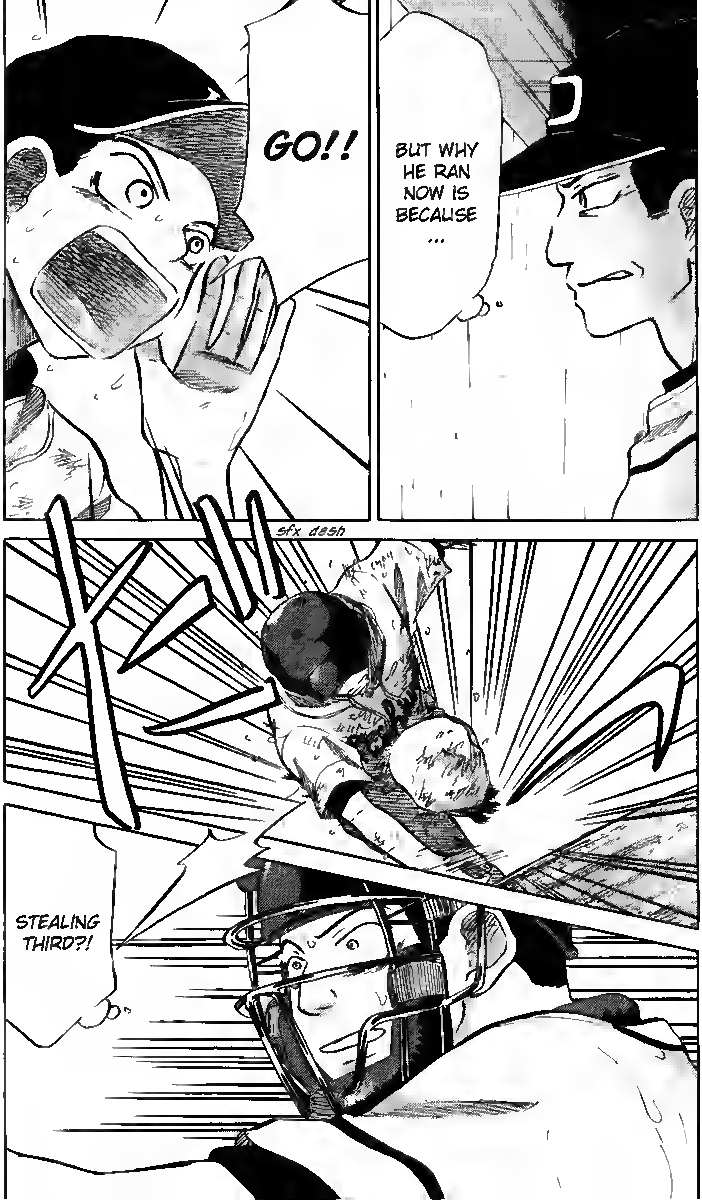
sfx: whem

.. IF WE LET GO OF ONE INNING, IT'LL BE HARD TO COME BACK ON THE NEXT ONE.
HEY, DON'T GO GETTING SLOPPY ON ME NOW!
sfx: toss
WHOOPS. I GOTTA PULL IT BACK AGAIN.
Whee!
tap tap
WE'LL LET THE #5 HIT TO THE INFIELD FOR A DOUBLE PLAY!

LET'S GO INTO THE NINTH INNING WHILE STILL IN THE LEAD!
SFX: GRIP
lead!
10
SFX: lift
GO!!


WHAT?!
sfx whoosh
sfx badump
BALL!
sfx whap
*slide

Suyama!!
WHY DID THEY HOLD OFF 'TIL NOW?
Nice steal!!
WHAT THE —! THEY HAD HIM RUN?!
THE TIMING JUST NOW...
HIS MOTION IS DEFINITELY BEING READ.
...
NOW THAT I THINK ABOUT IT,
#3 DIDN'T STEAL THE BASE BEFORE, EITHER...
WAS THERE A REASON HE COULDN'T RUN?
WHY DIDN'T THEY MOVE THE RUNNER BEFORE?


GO!!
BUT WHY HE RAN NOW IS BECAUSE ...
six dash
STEALING THIRD?!

WAY!!
NO
sfx: wh. ssh
sfx: whap
SAFE !!
*slide
*bam!
WHAT THE HELL?!

WHAT THEY NEED TO SEND THE RUNNER FORWARD EVEN ONE BASE IS...
nice
Steal!
THEY WOULDN'T BE SO STUPID AS TO PLAN IT THAT WAY.
IS THERE ANY POINT AT ALL TO LEAVING THE RUNNER AT FIRST?
IF THEY COULD STEAL THIRD, WHY DIDN'T THEY DO IT DURING THE CLEANUP'S AT-BAT?!
BALL FOUR!
Keep it up!
sfx: rattle
Bedump
IS IT HIM?!

AS SOON AS THE CLEANUP'S AT-BAT WAS OVER, HE WENT STRAIGHT TO THE COACH'S BOX.
HE STILL DIDN'T MAKE IT IN TIME FOR THE FIRST TWO PITCHES.
SO THE RUNNER DIDN'T GO UNTIL THE THIRD PITCH FOR THE FIFTH BATTER!
Nishiura
sfx: dash
GO!!
THAT'S GOTTA BE IT.
IT WOULD EXPLAIN WHY #3 DIDN'T STEAL BASES UP UNTIL NOW.
Sfx...
ISN'T IT
THAT THE ONLY ONE WHO CAN READ THE MOTION IS THAT CLEANUP HITTER...?!

TODAY, THEIR #6 AND #7 HAVEN'T HAD HITS.
THE COUNT'S 1-0, BUT...
THEY'VE MANAGED TO GET TO SECOND AND THIRD.
IT MIGHT BE EASIER TO LOAD THE BASES AND FACE OFF WITH #7.
THEY'RE PROBABLY GOING TO TRY AGAIN HERE.
THEY'VE ALREADY SCORED USING A SQUEEZE PLAY DURING THIS GAME.
FILL THE BASES.
PAT
PAT
IF THEY HIT NOW, THEY'LL SCORE TWICE.
BUT ON THE OFF-CHANCE THAT #7 GETS PAST THE INFIELD, THEY MIGHT SCORE TWICE.

Good call!
THEY'RE LOADING THE BASES?!
BALL!
EH?
BALL!
WE'LL TAKE THE CHANCE TO CHANGE OVER BEFORE THEY CAN SCORE A SINGLE POINT!
whap
ONE OUT, BASES LOADED!
BATTING SEVENTH, LEFT FIELDER.
step
BALL!
whap
BALL FOUR!
HUH?

MIZUTANI-KUN.
IT'S UP TO ME?!
Stand
JERSEY #7
I-
I SHOULD HIT NOR-MALLY?
MI-
MI-
MAYBE IF IT WERE OKI-KUN. BUT...
A SQUEEZE PLAY IS TOO MUCH FOR MIZUTANI-KUN.
pat
L-LU..
G-GOOD
turn
WHAT THE HELL IS "RENREN?!"
EVEN FOR A FAMILY NICKNAME, THAT'S TERRIBLE!
Ahhh...
Snort

WHO WAS THAT GIRL, ANYWAY?
MIHASHI'S SISTER?
SHE CAME ALL THE WAY IN TO THAT PLACE,
AND THEN SHE SAW MIHASHI LIKE THAT...
I WONDER IF IT SHOCKED HER.
stomp
stomp
I...
WAS DEFINITELY SHOCKED.
Shff
MIHASHI...
CAN HE STILL PITCH TWO MORE INNINGS LIKE THAT?
HE'S DONE HIS BEST UNTIL NOW...
SO I BET HE WANTS TO KEEP GOING UNTIL THE END.

IT DOESN'T LOOK LIKE HE'S GOING TO BUNT.
I WANT TO DO MY BEST TOO, BUT
grip
HOW AM I SUPPOSED TO HIT PITCHES THAT TAJIMA COULDN'T?
THROW THE FIRST PITCH OUT
pat
pat
LET'S KEEP AN EYE ON THE RUNNERS.
Swish
sfx: whoosh
sfx: whap

HE SWUNG AT A PITCH ...
OUT-SIDE THE ZONE.
I COULDN'T STOP MYSELF!
HE'S JUST REALLY GOING TO HIT IT.
#7 GOT THE SLIDER EARLIER, AFTER ALL.
AN ACT?
Ehe...
hen
NO, IT DOESN'T SEEM LIKE HE'S PRETENDING.
MIZU-TANI!
WHAT'S HE GETTING ALL WORKED UP FOR?!

RUNNER ON THIRD!
OH, RIGHT !!
RUNNER ON THIRD!
BUT WE'VE GOT THE FIRST STRIKE, AND HE'S GOING TO SWING AGAIN.
THESE GUYS HAVE ALL BEEN HITTING WHEN THE COUNT WAS STILL LOW.
DIDN'T I GET A REALLY GOOD HOLD ON IT IN THE SECOND INNING?
COULDN'T HIT THE FASTBALL AND SINKER THEY USE FOR THE CLEANUP.
TAJIMA, HE...
THE SLIDER THEY USE FOR #7.
IF HE'S GOING TO HIT, WE'LL HAVE HIM PULL THE SLIDER INTO A DOUBLE PLAY!
WE LET HIM SEE THE FASTBALL THE FIRST TIME.

whoosh
sfx crack
sfx whirr
GOT IT!

dash
ALL RIGHT!
TO SECOND AGAIN?!
sfx. ZOOM
SHINGO?!

wham
IT GOT THROUGH !!
SFX: Huh
ONE MORE RUN!
WE'RE TIED!
Nice Run
step

ARGH!
sfx whoosh
GET IT BACK HOME!
sfx dash
OUT!
OUT!
OUUUUT!
sfx slide
sfx BAM
10

crowd: YEAH!

Sfx: laugh cheer
Look, he did it!
Fumiki scored a point!
Nice batting, Nishi!
I-
I-
Mizu-tani!
cheer: YEAAAAH!
I DID IT!

STRIKE!
sfx whoosh
sfx whap
ANOTH -ER CHANCE!
A-
pant
pant
BATTING EIGHTH, PITCHER, MIHASHI-KUN.
grip
whoosh
WAH
UH
EH--
HIT IT, EITHER ..
I DIDN'T
EEP!
AH-
SIAP
DON'T WORRY 'BOUT IT, MIHASHI!

EVEN THOUGH I SAID I'D PUT US BACK IN THE LEAD...
...
Mizutani got the glory instead
click
I'VE BEEN DOING A PRETTY LAME JOB.
TH-
THA-
THAT
clatter
click
click
E-
EVERY-ONE
IS GOING TO HELP.
...AND I-
I'LL
..HOLD THEM BACK SO...
WE CAN SCORE AGAIN!
Nishiura
Nishiura

stare
DEFI-
NITE-
LY...
RIGHT?
AND
GET
AHEAD
...
WE
CAN GET
ANOTHER
...RUN
turn
THE
GAME'S NOT
OVER YET!
DON'T
GET DE-
PRESSED
BY YOUR-
SELF!
YEAH!
BECAUSE
WE'RE GOING
TO ROTATE IT
BACK TO YOU
ONE MORE
TIME!
GO
GET 'EM IN
THE NINTH
INNING!

R-
REALLY?!
Nishiura
THIS IS IT!
BOTTOM OF THE EIGHTH INNING, TOSEI HIGH SCHOOL AT BAT
IF WE CAN HOLD THEM HERE...
BATTING FOURTH, SHORT-STOP, AOKI-KUN
VICTORY WILL BE IN SIGHT!
TOSEI

IT'S
Second!
Short-stop!
A TIE AGAIN.
9 10 R
S
B
O
TN 1 2 3
桐 5 直 7 松 4 直
PITCH-ER!
fwip
WE DON'T SCORE ANY RUNS BUT ...
WHEN WE DE-FEND,
IF WE CAN HOLD THEM,
WE WON'T LOSE.

sfx: whap!
TWO MORE INNINGS!

EIGHTH INNING!
LET'S CLOSE IT UP!
IF MY OBSER-VATION'S RIGHT,
THEN THAT CATCHER HAS DONE WELL, HOLDING BACK FROM USING THE FASTBALL UP UNTIL NOW.
SINCE THE SE-VENTH INNING,
THE DECIDING PITCH CHANGED FROM THE CURVEBALL TO THE FASTBALL.
READY!
WITH AOKI'S SENSE, HE MIGHT BE ABLE TO CATCH ONTO THAT "FASTBALL"!
THEY'LL PROBABLY THROW A LOT OF FASTBALLS AT AOKI.
TOSEI
FROM HERE ON, EVERYONE WILL BE HAVING THEIR FINAL AT-BAT!
I WON'T HOLD BACK NOW.
grip

Shff
THE STRAIGHT
PITCH.
pa pa pa pa pa pa pa pa
WE'LL GET BY WITH MIHASHI'S "FASTBALL"!
pause
NOT A FULL-SPEED PITCH.
twitch
TOO LOW!
STRIKE!
sfx THUD!

HE DIDN'T SHOW HIS FRUSTRATION TO THE UMPIRE,
Go!
Go!
BUT I CAN TELL BY HIS ATTITUDE.
WHAT?!
IF YOU DON'T LOOK CLOSELY, IT SEEMS LIKE A BALL.
THAT'S RIGHT
Go, get 'em, Koshi!
PLACE!
lift
SHOULD WE TRICK HIM ONE MORE TIME?
tap
tap
ONE TO THE SAME ...

SFX: thud!
SFX: whoosh
HMPH.
JUST LIKE I THOUGHT, HE SWUNG AT THE SECOND ONE.
BUT
FOR AOKI, IT WAS A PRETTY HALF-BAKED SWING.
DID HE SLIP THE BAT ON PURPOSE?
WHEN YOU SEE IT AS A BALL,
EVEN IF YOU TELL YOUR-SELF IT'S REALLY A STRIKE, THE SWING COMES OUT WEIRD.

I DON'T WANT TO
END THE FIRST GAME OF "SUMMER" WITH THAT SWING!
Hit one out, A-o-ki!
Da Da Da Da Da Da Da Da Da Da Da Da
TWO FAST-BALLS CAME
AIM IT HIGH THIS TIME.
DON'T GO IN THE STRIKE ZONE.
tap tap
WILL THEY THROW THE CHANGE-UP ON THE THIRD PITCH?
THESE GUYS DON'T THROW MANY PITCHES AWAY.

Go! Go!
nod
Squeeze
thud
BALL!
DID IT GET FAST-ER?
THAT WAS THE STRAIGHT PITCH JUST NOW.
THE COUNT IS 2-1.
IN MY FIRST AT-BAT, THE CHANGE-UP WAS THE SHOOT PITCH
I HIT A DOUBLE ON THE SHOOT THE SECOND TIME, BUT...
whap
Pa
Pa
Pa
Pa
Pa
Pa
Pa
Pa

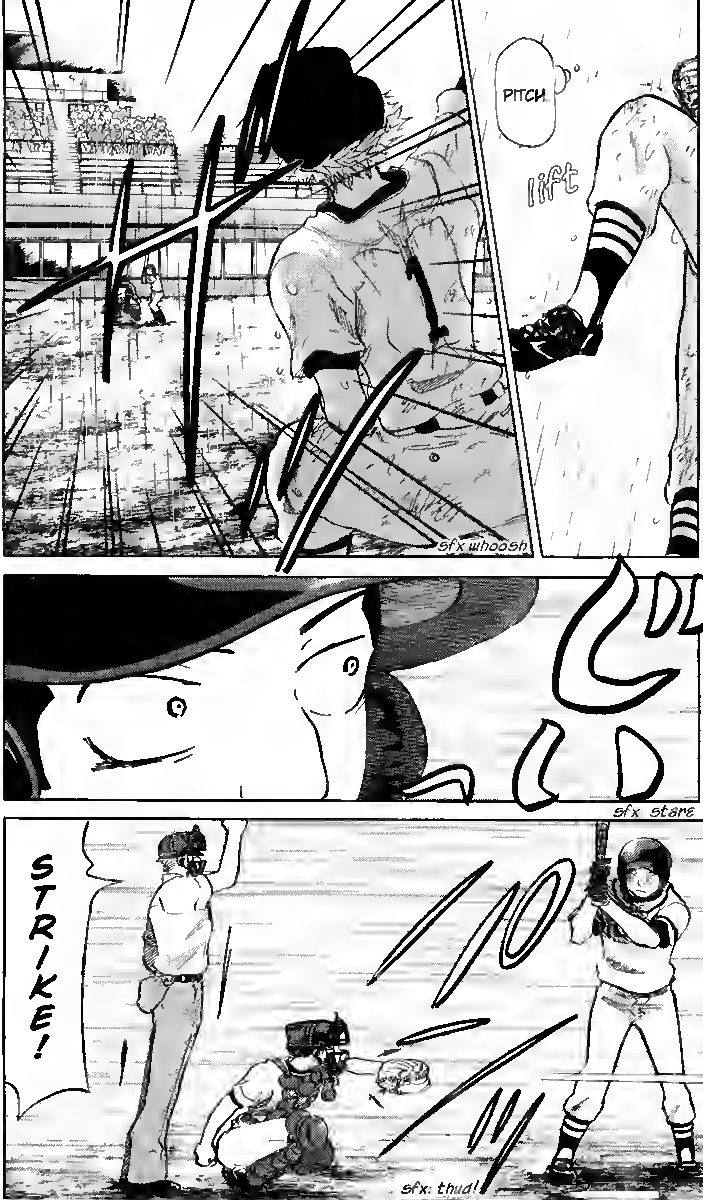
I THINK THE DECIDING PITCH WILL STILL BE A CHANGE-UP
pa
pa
pa
pa
pa
pa
grip
IF IT'S A CURVE-BALL OR A SHOOT PITCH,
I'LL HIT IT IF I CAN WATCH IT GOING BY THAT SLOWLY
Go for it!
straighten
Swish
nuna

sfx: whoosh!
sfx: thud!

NOW IT'S DEFINITE.
glance
STRIKE!
ALL FOUR WERE FAST-BALLS.
nod
stand
COACH
WHAT?
ABOUT THE OPPONENT'S PITCHING PATTERN..
creak
BATTING FIFTH, CATCHER, KAWAI-KUN.
Go! Go!
pa pa pa pa
One out!
Ka- zu- ki!

JERSEY #2.
READY!
pa
pa
pa
ra
Go get 'em, Kazuki!
THE ONLY ONE WHO HAS CLEANLY POPPED THAT "FASTBALL" UP SO FAR IS MAECHIN
LET'S SEE...
I WAS WAITING FOR THE CURVEBALL, AND TWO FASTBALLS WENT IN THE STRIKE ZONE, SO
WHEN I WENT FOR THE CHECK-SWING,
I ACTUALLY JUST GOT A HIT ON IT
IF YOU TELL YOURSELF TO MAKE A CHECK-SWING,
THE CONSCIOUS CHOICE TO DO SO MESSES WITH THE TIMING.

WITH MY PERCEPTION,
Let's get a hit!
I WOULDN'T BE ABLE TO CONNECT USING THAT METHOD.
Ka
Zu
hit!
IF I WERE HIM,
pa pa ra ra
I WOULD ASK FOR THE FASTBALL FROM THE FIRST PITCH.
I'LL THROW THE FIRST TWO STRIKES AWAY
I HAVE TO LOOK AT THE FIRST PITCH CLOSELY!
Go! Go!
A STRAIGHT ...
Kazuki!
Sirrr


PITCH
lift
sfx whoosh
sfx stare
STRIKE!
sfx: thud!

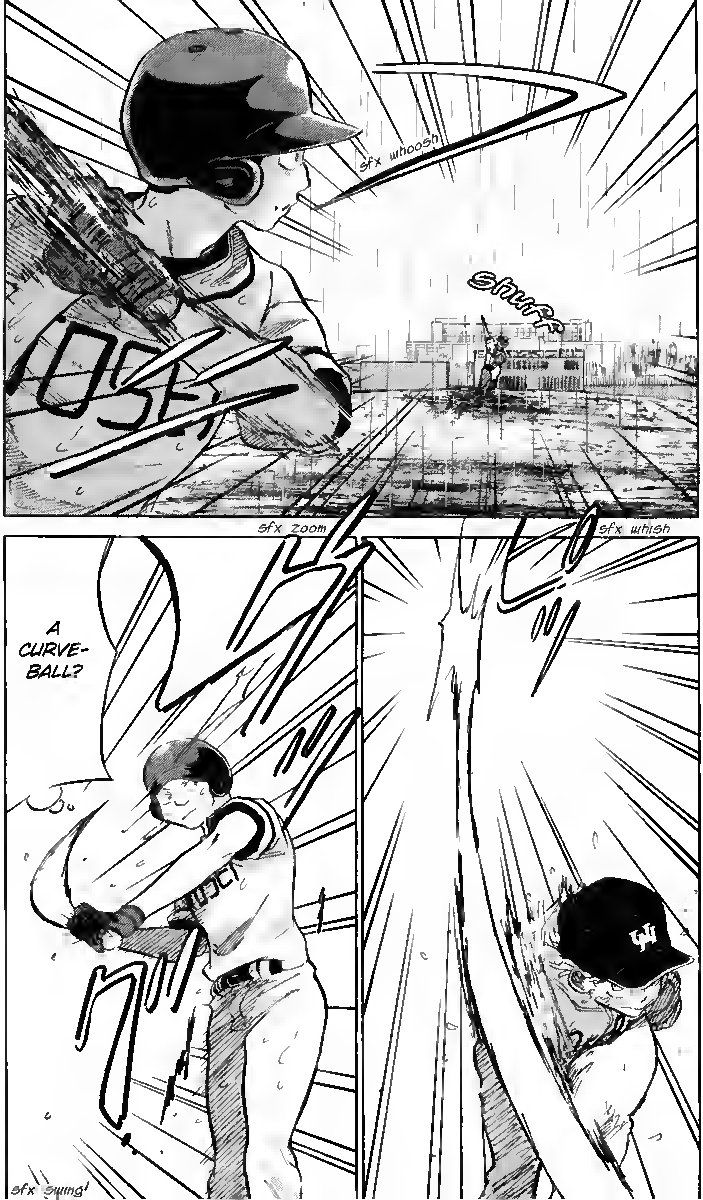
Go get 'em! Kazuki!
pa pa pa ra!
throw
IT DOESN'T ACTUALLY "FLOAT."
IT JUST DOESN'T "DROP" AS MUCH AS I IMAGINE IT WILL.
...WELL, IT'S OBVIOUS, BUT
pa pa ra ra
tap tap
PLAY BALL!
pa pa
EITHER WAY, IF I MISS THE TIMING, I'M GOING TO WHIFF IT.
pa pa
Let's get a hit!
grip
I'LL TRY IT ANYWAY.

sfx: whoosh
CHECK-SWING!
sfx: swing
sfx: thud!
sfx: swish

Ka-
Zu-
Hi!
THAT'S THE SECOND PITCH THAT'S GOTTEN PAST ME.
I'VE GOTTA RETHINK THIS!
Shff
Go get 'Em!
...OR NOT.
steaaer
step
WHEN MAE-CHIN WAS AT BAT,
HE THOUGHT IT WAS GONNA BE A CURVEBALL, SO HE WENT FOR IT AND GOT IT.
TO HIT A CURVE, I HAVE TO KEEP MY CENTER OF BALANCE BACK A BIT...
grip
SWOOSH
Nishi

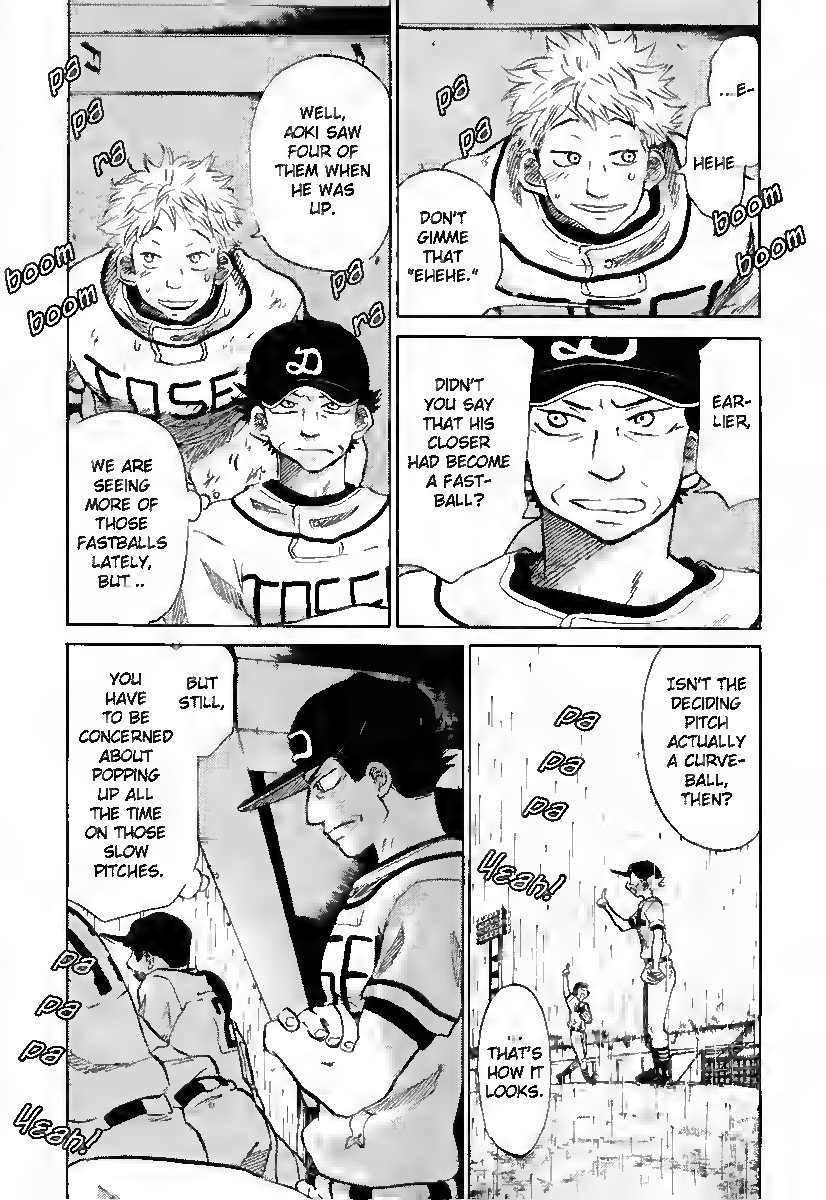
WHOA!
IT DIDN'T POP UP!
sfx: CLANG!
sfx: clink
Go! Get a hit! Ka-zu-ki!
TODAY, KAWAI'S POPPED TWO UP THAT WERE "DOWN THE MIDDLE."
NATURALLY, THE SECOND TIME SEEMED PRETTY UNSATISFYING.
tap tap
Da Da Da
KAWAI'S CATCHING ON TO SOMETHING AS HE'S SWINGING.

grip
NOW'S THE TIME WHEN HE'S GOING TO START THINKING
USE THE SAME SWING AS THE CURVE-BALL!
squeeze
Kazuki!
Go!
Go!
straighten
pa
pa
pa
na
fwish
1


sfx whoosh
SHUFF
sfx zoom
sfx whish
A CURVE-BALL?
sfx swing!

sfx whoosh!
DON'T CHANGE MY SWING!
YES! WE GOT HIM!
sfx crack!
2

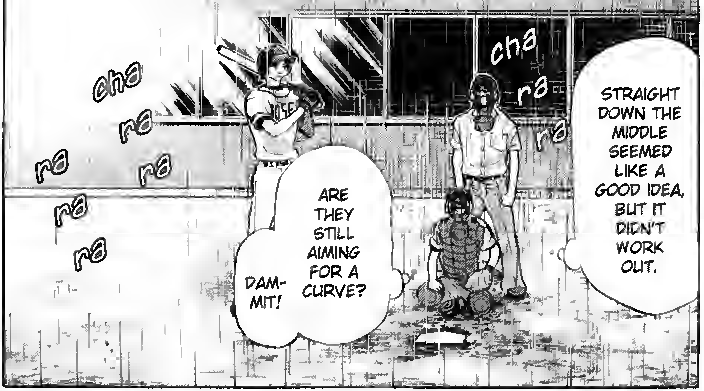
SFX WHAM!
UGH!
NICE HIT!
.....
SHIN-GO!
YES?
WASN'T THAT A CURVE JUST NOW?
pa pa pa ra pa pa pa!


pa
pa
na
boom
boom
WELL, AOKI SAW FOUR OF THEM WHEN HE WAS UP.
WE ARE SEEING MORE OF THOSE FASTBALLS LATELY, BUT ..
pa
pa
...E-
HEHE
DON'T GIMME THAT "EHEHE."
boom
boom
DIDN'T YOU SAY THAT HIS CLOSER HAD BECOME A FAST-BALL?
EAR-LIER,
BUT STILL,
YOU HAVE TO BE CONCERNED ABOUT POPPING UP ALL THE TIME ON THOSE SLOW PITCHES.
pa
pa
pa
Yeah!
pa
pa
pa
Yeah!
ISN'T THE DECIDING PITCH ACTUALLY A CURVE-BALL, THEN?
THAT'S HOW IT LOOKS.

pa pa ra
pa pa ra
THE LAST ONE WAS A CURVE, HUH.
PHEW.
THAT CATCHER'S TRICKY.
SO FAR WE'VE HAD AROUND TEN PERCENT INFIELD FLIES.
IF THERE'S A WAY AROUND THAT FASTBALL, WE SHOULD TAKE IT.

One out! Infield! Second! Go for a double play!
HE'S DEFINITELY SUITED TO BE A CATCHER.
IF HE SEES THAT I'M WAITING FOR THE FASTBALL, HE DOESN'T HESITATE TO CHANGE.

I ENDED UP HITTING IT ANYWAY, SO I'M THE ONE WHO WINS!
Heh.
BUT


cha
ra
ra
ra
ra
ra
cha
ra
ra
STRAIGHT DOWN THE MIDDLE SEEMED LIKE A GOOD IDEA, BUT IT DIDN'T WORK OUT.
ARE THEY STILL AIMING FOR A CURVE?
DAM-MIT!

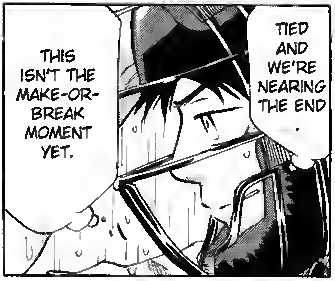
BATTING SIXTH, FIRST BASEMAN, MOTO-YAMA-KUN.
cha
ra
ra
THEIR EIGHTH BATTER HAS GOTTEN TWO HITS TODAY.
I HOPE WE CAN WRAP THIS UP WITH #6 AND #7.
THERE'S NO WAY WE CAN LET THIS RUNNER GET HOME!

IN ORDER TO MINIMIZE THE CHANCE OF A DOUBLE PLAY, THEY'LL HAVE TO TRY AND MOVE THE RUNNER TO SECOND.
pat
pat
GETTING A DOUBLE PLAY NOW WOULD BE TOSEI'S WORST NIGHT-MARE
TOSEI IS GOING TO FIND THE SUREST WAY TO SEND THE RUNNER FORWARD
pa
pa
pa
pa
WE CAN PROBABLY USE THE "FASTBALL" TO GET HIM TO POP IT UP IF HE'S GOING TO BUNT,
BUT THAT'S A BAD IDEA IF HE DECIDES TO SWING.
pa
pa
pa
pa
pa
shff
THIS TIME, I JUST WANT SOME-THING THAT ROLLS NORMAL-LY
CURVE -BALL
toot
pa
pa
pa
pa
WE GOT HIM TO POP UP BEFORE, BUT NOT IN A WAY THAT WAS CATCHABLE.
THE LONG HANG TIME IS WHAT ALLOWED THEM TO SET UP FOR THAT SECOND RUN SQUEEZE PLAY.
tap
tap

sfx: swish
sfx: dash
GO!
TOSEI
sfx: flip
HIT AND RUN?!
WHA-?!

sfx clink!
HE'S SWING-ING?!
sfx whoosh!
bounce
Slide
NICE HIT!

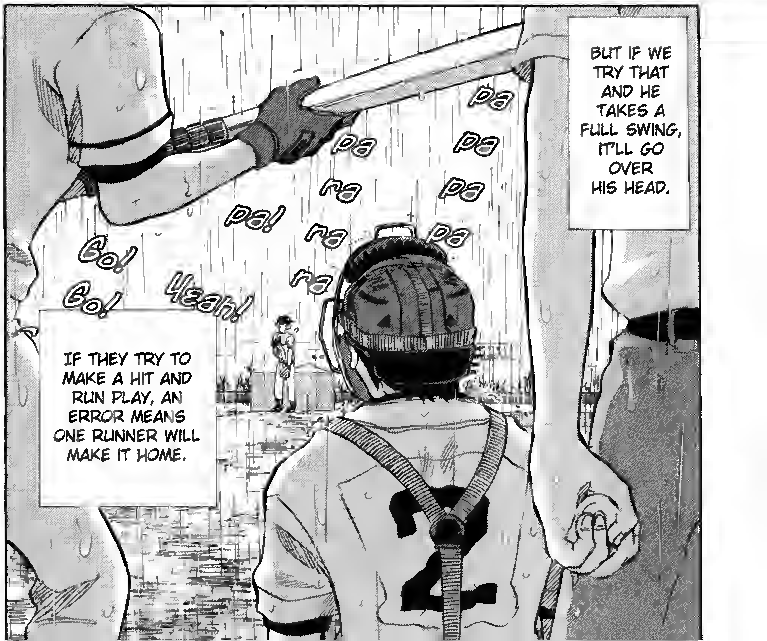
STEALING AND A FAKED BUNT STANCE.
TIED AT THE BOTTOM OF THE EIGHTH IS A CRITICAL SITUATION.
Hey! Hey!
ONE OUT, RUNNERS ON FIRST AND SECOND.
pa pa pa pa pa pa ra ra
halt.


TIED AND WE'RE NEARING THE END.
THIS ISN'T THE MAKE-OR-BREAK MOMENT YET.

THAT WAS CLOSE!
BUT THAT ONE WAS JUST ABOUT ON THE RIGHT COURSE FOR A DOUBLE PLAY.
ISN'T IT TOO RISKY TO TRY AND STEAL ON A PLAY LIKE THAT?
pa pa pa pa ra
Yeah! Yeah!

pat pat
JUST ONE MORE STRETCH!

pa
pa
pa
ra
IF HE'S REALLY BUNTING, WE SHOULD HAVE OKI MOVE FORWARD.
SHOULD WE HAVE HIM POP IT UP WITH ONE DOWN THE MIDDLE?
pa
pa
pa
ra
pa
ra
Shff
NOT AGAIN!


pa
pa
pa
ra
pa
pa!
ra
pa
ra
Go!
Go!
Yeah!
BUT IF WE TRY THAT AND HE TAKES A FULL SWING, IT'LL GO OVER HIS HEAD.
IF THEY TRY TO MAKE A HIT AND RUN PLAY, AN ERROR MEANS ONE RUNNER WILL MAKE IT HOME.

TRYING TO FIGURE OUT IF HE'S GOING TO SWING THIS TIME?
IF THEY GET HIM TO HIT A FLY BALL BY GOING DOWN THE MIDDLE, WE'LL HAVE TWO OUTS.
MAKING HIM HIT A FLY BALL ALSO KEEPS THEM FROM SENDING THE RUNNER.
pa
ra

LOTS OF TOSEI'S BATTERS HAVE POPPED FLIES TODAY.
BUT SINCE THERE'S A RUNNER ON FIRST, OUR CHANCES TO GET A DOUBLE PLAY HAVEN'T DIMINISHED.
PLAY BALL!!
tap
pa
ra

turn

THERE'S A LARGER CHANCE HE'S BUNTING
WE'LL GET HIM OUT FOR SURE.
grip

sfx swish
CURVE-BALL
INSIDE!
Hit it! Hit it!
ONE I'VE
HIT
USED A LOT TODAY..
sfx whoosh
HE PULLED BACK?!
sfx pull
10

sfx crash
sfx bounce
TO THIRD!
sfx dash

IT GOT PAST!!
sfx: dive
I'M GOING!
sfx stomp

GET IT TO HOME!
HE KICKED THE PLATE!
SFX: shff...
WAH!
THROW IT BACK HOME?!
SFX: whoosh

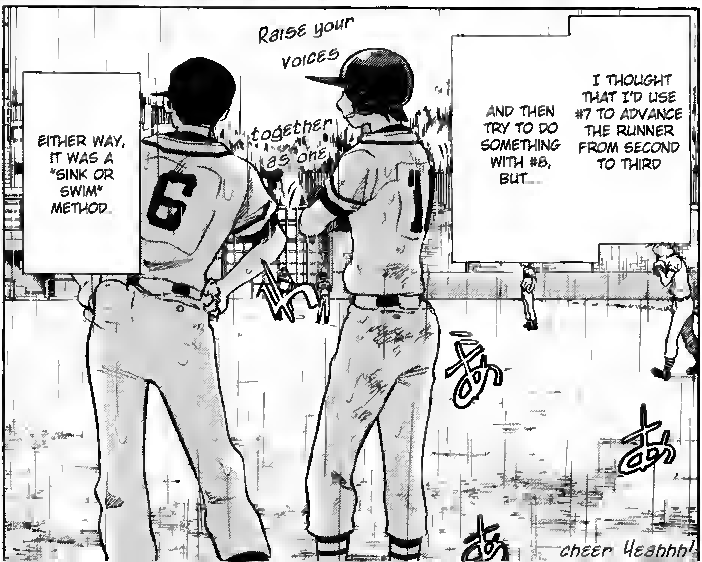
CUT HIM OFF!
sfx whoosh
sfx whap
sfx jump!

sfx BAM!
sfx badump
sfx slide

WE'RE LEADING AGAIN!!!
SAFE!!
SFX: WAVE
SFX: HISSSS!

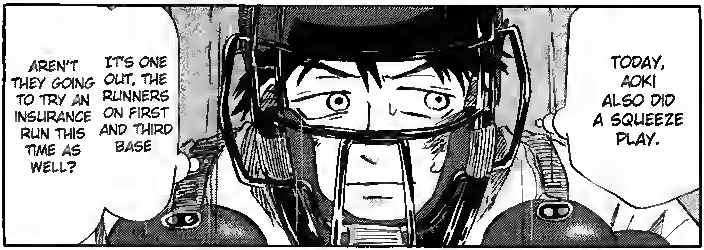
Song: The greatening grace,
YOUR BLOCKING SUCKS!
Hey
SHIT.
BECAUSE OF THE TAG, THE BALL WASN'T RETURNED IN TIME
Song we proudly receive and answer with,
EVEN SO, IF ONLY I WERE ABLE TO BLOCK HIM PROPERLY
wipe
step
KEEP IT TOGETHER
Thanks
grab
IT'S STILL ONLY ONE OUT!
Song four joyous calls
TWO FAKE BUNTS IN A ROW...
Yeah
Here's the
you

IT ALL WENT ACCORDING TO PLAN
...AND TWO HIT-AND-RUN PLAYS IN A ROW!
THEY'RE BECOMING VERY AGGRES-SIVE!


Raise your voices
together as one
EITHER WAY, IT WAS A "SINK OR SWIM" METHOD.
AND THEN TRY TO DO SOMETHING WITH #8, BUT...
I THOUGHT THAT I'D USE #7 TO ADVANCE THE RUNNER FROM SECOND TO THIRD
cheer Yeahhh!

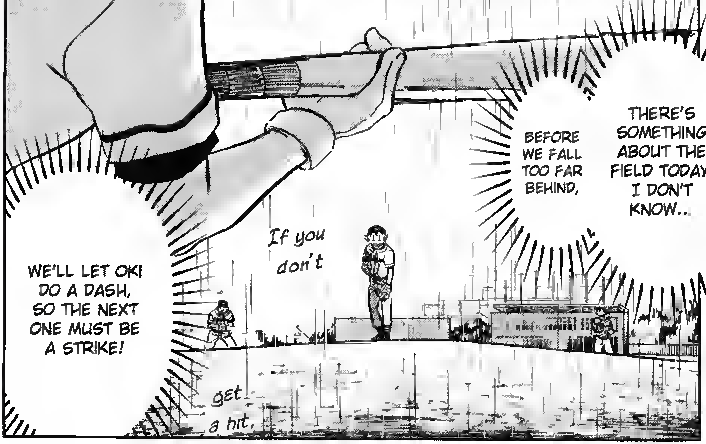
I'M AFRAID THAT...
...LEADING BY ONE POINT IS NOT ENOUGH IN THIS MATCH.
THIS WAY, WE CAN EASILY SCORE ANOTHER RUN!
TWO CONSECUTIVE HIT-AND-RUNS IS HARD ENOUGH WITH ONE OUT, AND THE BOTTOM OF OUR ROSTER AT BAT...
THEY DID PRETTY WELL!

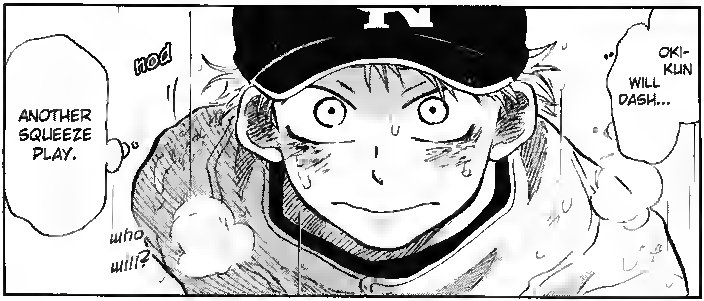
music pa ra ra pa ra ra
BATTING EIGHTH, CENTER FIELDER, YAMANOI-KUN
NOT THIS GUY, TOO!!
para para
Yama-chan!

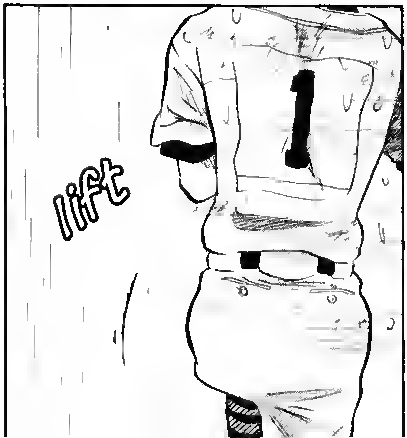

TODAY, AOKI ALSO DID A SQUEEZE PLAY.
IT'S ONE OUT, THE RUNNERS ON FIRST AND THIRD BASE
AREN'T THEY GOING TO TRY AN INSURANCE RUN THIS TIME AS WELL?

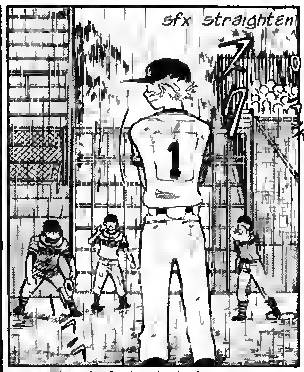
pagara parara
AS A STARTER, LET'S LET ONE PITCH GO.
IF IT'S A SQUEEZE PLAY, WE CAN HOLD THE RUNNER ON THIRD.
parara parara
pat
pat

sfx: swish
sfx: whap
BALL!
NORMALLY, I WOULDN'T BE THIS NERVOUS WHEN IT'S 0-1, BUT...
THEY DIDN'T GO ON THE FIRST PITCH THIS TIME, HUH?
music parara parara
Yama -chan!
music parapara
swish


THERE'S SOMETHING ABOUT THE FIELD TODAY, I DON'T KNOW..
BEFORE WE FALL TOO FAR BEHIND,
If you don't get a hit,
WE'LL LET OKI DO A DASH, SO THE NEXT ONE MUST BE A STRIKE!


OKI-KUN WILL DASH...
nod
ANOTHER SQUEEZE PLAY.
who will?


lift

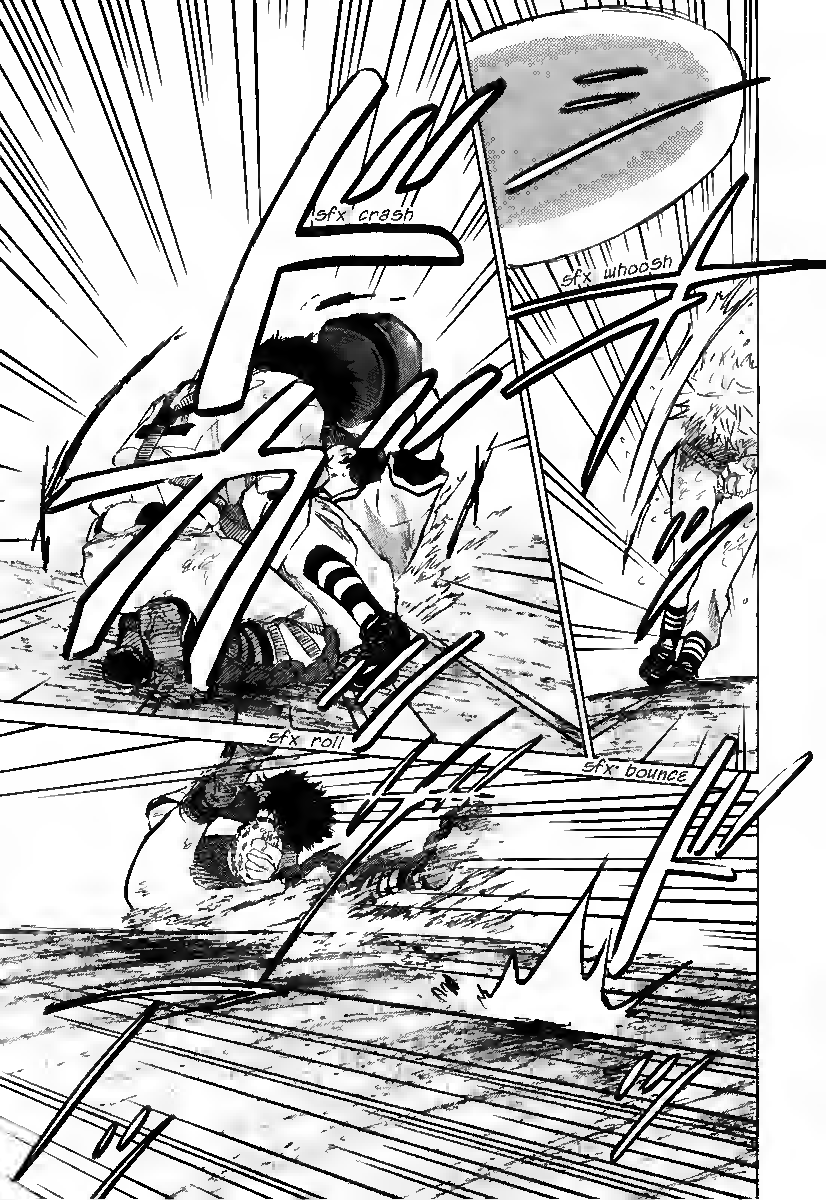

sfx straighten
music parara parara

sfx: whoosh
sfx: whap
AGAIN?!

sfx crack
WATCH O..!!
sfx wham

caption: Behind?!
MIHASHI! BEHIND YOU!
sfx: glance glance
TH-TH-THE BALL!
sfx: grab
sfx: badump!
GET IT HOME!!

sfx: turn
HURRY!!
.....
!?
sfx: squeeze
MIHASHI
!!!


sfx crash
sfx whoosh
sfx roll
sfx bounce

OUT!
Shuff
NICE BLOCK!
All right!!

twitch
stare
Ninhiura
!
THAT GUY!
TIME OUT!
!!!
Nice block, catcher!
pa
pa
pa
pa
pa
pa
pa
pa
ba dump

EEP!
ARE YOU GOING TO LET THEM SCORE THE FIFTH RUN?!
SFX: GRAB
IT'S ALREADY THE EIGHTH INNING!!
YOU!!!
JUMP
!!!
DASH
WHY DIDN'T YOU RETURN THE BALL IMMEDIATELY?!
WHAT ARE YOU GETTING ANGRY FOR?!
WH-
THE HELL HE DIDN'T!!
DID YOU NOT HEAR THE CALL?
ER MI-HASHI,

EH?
UH...
THE THIRD RUNNER?
YOU SHOULD LET GO OF HIM
WELL... ANYWAY,
pat
wobble...
HE'S TALL?
UH
AH
AAH!
SFX: SNAP
YOU THOUGHT ABE WOULD BE BLOWN AWAY!

YOU IDIOT!!
UANK
HOW MANY YEARS HAVE YOU BEEN PLAYING BASEBALL?!
Nishiura

I TOLD YOU I WON'T GET INJURED!
DON'T RUIN THE GAME
WITH YOUR POINT-LESS DOUBTS!

IF I SAY TO TOSS THE BALL BACK HOME, DO IT!!
pu!!
ABE!
HE GETS HOW YOU FEEL AL-READY!
push
DON'T DISOBEY ME ANYMORE!
nod
HE'S NOT ANGRY ANYMORE.
pat
SO GIVE IT ALL YOU'VE GOT!
NEXT TIME, WE'LL FINISH IT UP.
nod
IF YOU UNDER-STAND, THEN IT'S FINE.

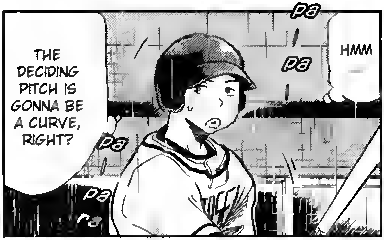
huff
I'M GLAD THAT ABE-KUN HASN'T FORGOTTEN HIS PROMISE OF NOT GETTING IN-JURED!
rub rub
pa pa pa pa pa pa pa pa pa
IF I DIDN'T HAVE ABE-KUN'S LEAD,
I DON'T INTEND TO DISOBEY HIM.
I...
WOULDN'T EVEN SCORE ONE SINGLE OUT!

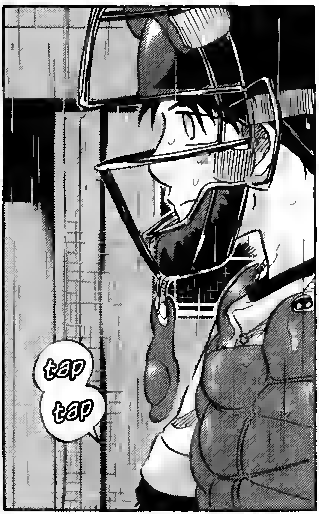
grip
AS EXPECTED, AFTER TWO OUTS, HE WON'T SET HIMSELF IN THE BUNT POSE.
Ready!
BATTING NINTH, RIGHT FIELDER, MAE-KAWA-KUN
USEI
MAEKAWA'S ALREADY SENT MIHASHI'S "FASTBALL" TO THE OUTFIELD.
nod

THROW
sfx: WHAP
STRIKE!
don
don
don
A FAST-BALL!
KAZUKI IS MANAGING IT SOMEHOW, BUT THERE ARE DEFINITELY MORE FAST-BALLS.
EVEN IF I WATCH, IT'LL ONLY BECOME 2-0
Hey!
Hey!
SHALL I TRY CHECK-SWINGING THEN?

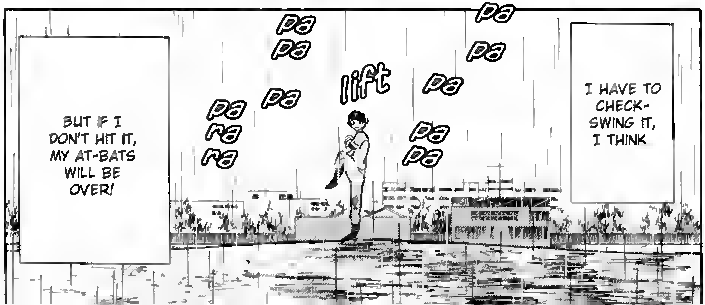
straighten
tap
tap
nod
grip
sfx: SWING
sfx: WHAP

WHAT?!


pa
pa
HMM
THE DECIDING PITCH IS GONNA BE A CURVE, RIGHT?
pa
pa
pa

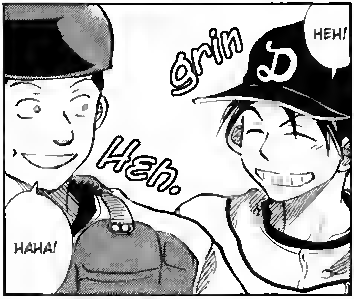

tap
tap

BUT IF A FASTBALL COMES INTO THE STRIKE ZONE NEXT TIME,
I'LL HAVE TO SWING.


pa
pa
pa
pa
pa
pa
pa
pa
pa
pa
pa
pa
iiiit
I HAVE TO CHECK-SWING IT, I THINK
BUT IF I DON'T HIT IT, MY AT-BATS WILL BE OVER!

...DAMN!
sfx: WHOOSH
Fishuuu
sfx: SWING
sfx: WHAP
ONE POINT, HUH?

AH.
OH?


HEH!
grin
Heh.
HAHA!

I TAKE STRUCK OUT.
ALL THOSE WHO HIT THE BALL, HIT CURVES.
IN THE END, NOBODY COULD HIT THAT FASTBALL.
kachink

IT'S A SHAME HE DIDN'T HIT THAT, BUT
IF WE DEFEND THIS INNING, IT'LL ALL BE OVER!
10
2

I WAS PRETTY UNSURE ABOUT MAEKAWA
Kachink
PHEW
IF HE HAD HIT IT PROPERLY, EVEN THE OTHERS WOULD HAVE FIGURED OUT HOW TO SWING AT IT.
THAT ONE HIT BEFORE WAS A FLUKE, AFTER ALL.
WE HELD THEM AT ONE RUN!
EEP!
AH! MIHASHI!
5
DON'T GET SO FREAKED OUT
Grrr
I WASN'T REALLY MAD A WHILE AGO
...
Inch
Inch
Kachink
Kachink

LISTEN UP
DURING OFFENSE, SAVE YOUR ENERGY AND REST PROPERLY
OKAY
WE'RE GOING ON THE DEFENSIVE FOR ANOTHER INNING!
OH, YEAH
THEY TOOK THE LEAD, SO IF WE DON'T SCORE NEXT, WE WON'T BE ABLE TO DEFEND ANYMORE.

I WON'T LET IT END HERE!
TOP OF THE NINTH INNING, BATTER FOR NISHIURA HIGH SCHOOL IS...
6 7 8 9 10 R
TN 1 2 3

CH.14 / END

Each person is "it" once for the day and the ranking is decided by how many people they can tag.

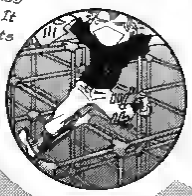
Well then, onto Volume 8!

It's a game that helps a lot in training your muscles, stamina, and reflexes!

GO!

Be careful not to miss a step! It really hurts

You don't actually go inside the jungle gym but try to move quickly around the outside



Everyone except "it" has to climb on the jungle gym, and the only person allowed on the ground is whoever's "it."

These kids play with five people in each group and do five sets of three minutes each

When I was in elementary school, dozens of kids would play on the jungle gym

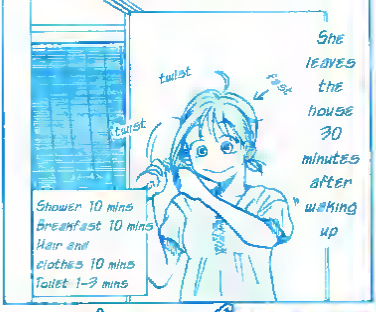
COME JOIN US!!

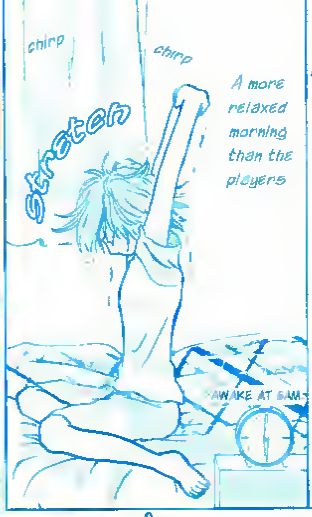
RECRUITMENT OPEN FOR ALL POSITIONS,
EXPERIENCE APPRECIATED BUT NOT REQUIRED.
JAP>ENG TRANSLATORS ESPECIALLY NEEDED.

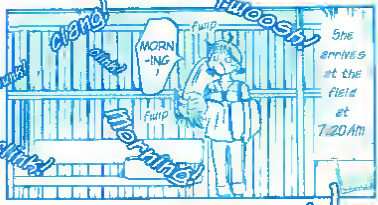
WE'RE CAPSLOCK FRIENDLY :D

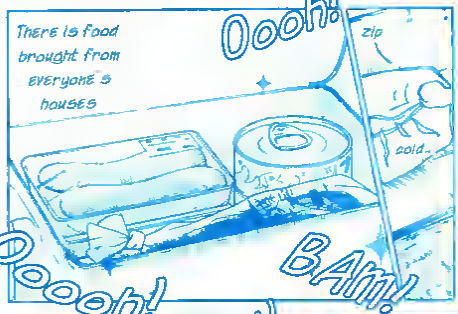
OOKIKU FURIKABUTTE VOL. 7 HIGUCHI ASA

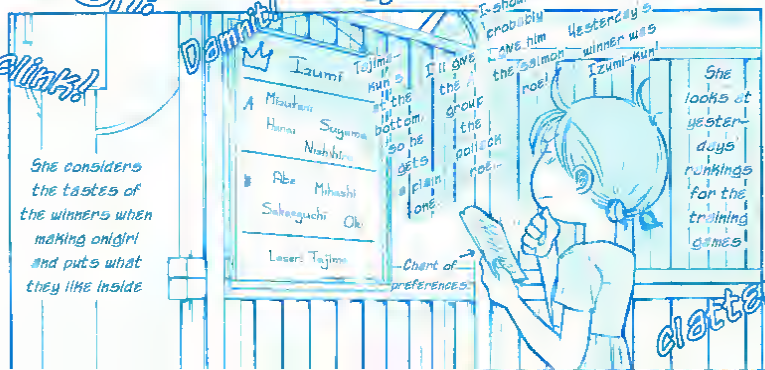
A MANAGER'S SUMMER'S DAY

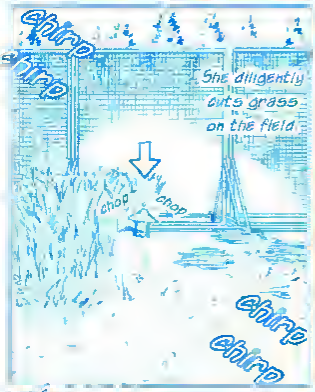


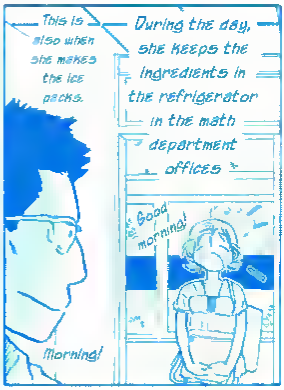


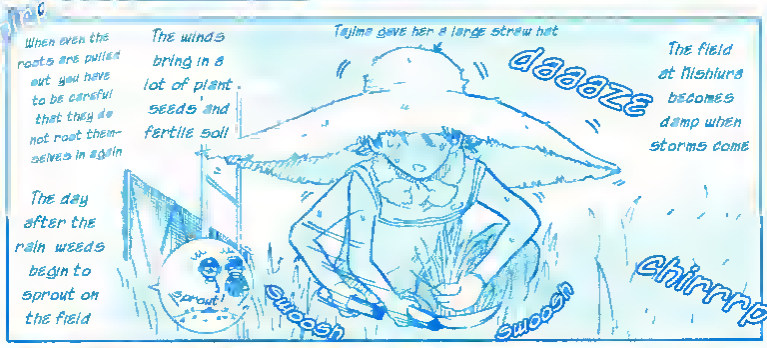


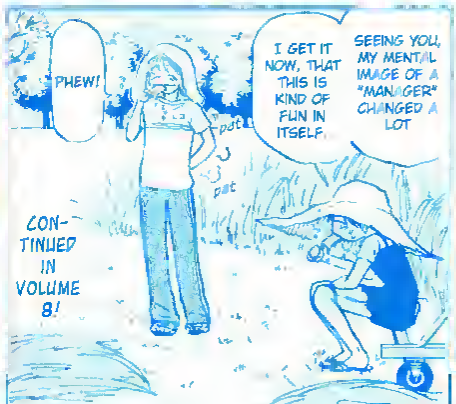












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